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The background of the cover is a dynamic space battle scene from the game Star Wars: The Old Republic. A massive, dark, multi-tiered Imperial capital ship, the Devastator, dominates the center-left of the frame. It has a complex, industrial design with many gun turrets and glowing blue lights. To its right and slightly below, a large, yellow, cylindrical ship is visible. In the foreground and to the right, several smaller, sleeker ships are engaged in combat. These include Republic Jedi starfighters with green and brown markings, and Imperial TIE fighters. The scene is set against a backdrop of a bright, orange and yellow nebula or star system, with a blue and white planet visible in the lower right. The overall atmosphere is one of intense action and epic scale.

THE UNOFFICIAL STAR WARS: THE OLD REPUBLIC STRATEGY GUIDE

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IMPORTANT

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INTRODUCTION

Welcome to Star Wars, the Old Republic (TOR). For all those die hard Star Wars fans that have yet to find the game for their tastes, here's one that's bound to appeal to the masses. By focusing well into the past from the Star Wars movie franchise, where Jedis and Sith are abundant, TOR is able to venture deep into lore and store, making for an extremely engrossing game.

Since this guide will cover both factions at the same time and the classes are mirrors in skills and function - only with different names - this guide will refer to the Galactic Republic skill trees. Where possible, the mirrored ability names will be listed to help minimize confusion.

This primary purpose of this guide is to provide some general strategy while playing the game so that you can better understand how all the various components work together. We'll cover all the classes and their variants, transport options, companions, quests, equipment, statistics, group play as well as player vs. player (PvP). May the Force be with all of us!

GLOSSARY

This section will contain all the terms and abbreviations used throughout the guide. It will be expanded based on reader feedback.

Add: enemies that join the fight after is has begun

AE: area effect

Aim: primary stat for Troopers and Bounty Hunters

Cleave: a frontal attack in the shape of a cone

Crit: critical hit

Cunning (Cun): primary stat for Smugglers and Imperial Agents

Def: defense

Endurance (End): primary stat that affects hit points

GCD: Global Cooldown, the amount of time the game sets as a minimum between abilities

DoT: damage over time

DPS: damage role or damage per second

HoT: heal over time

Phase: tough enemies can have phases of combat where their abilities will change

Pow: Power

Presence (Pres): primary stat that affects companion stats

Proc: additional effects that occur after a certain criteria has been triggered

PvE: player versus environment or computer

PvP: player versus human player

RE: reverse engineering, a crafting ability

Respec: the ability to change your skill tree point allocation

Strength (Str): primary stat for Knights and Warriors

Tank: a defensive role that absorbs damage for a group

Threat: a term used to measure enemy hate towards players

Willpower (Will): primary stat for Consulars and Inquisitors

CHARACTER CREATION

After having watched the amazing opening scene, you'll be presented with the server selection screen. There are a few types of servers available, PvE where you play against the computer, PvP where you play against the computer and other players and Roleplaying (RP) servers where people who want to live the Star Wars experience will be found.

After selecting a server, you can create a character. Your first choice here is the faction - Galactic Republic or Sith Empire. Jedi are the calm and collected knights of the realm where the Sith sow chaos and disorder. Selecting a given faction will impact your starting area, nearly all of your quests, people you can interact with (only your faction) and the character class you can select.

After the faction screen and a cut scene, you get to pick a class. Each faction has 4 main classes, which are near identical to the other faction. Each particular class, at level 10 or so, can further focus their character into an advanced class that

fulfills a particular role for play. Tanks are meant to absorb damage for other players, healers will heal wounds and damage player will naturally deal damage.

All advanced classes can play a damage role. Some Advanced Classes can play additional roles, so see the Class section for more details.

Class	Adv. Class	Role	Style
Knight	Guardian	Tank	Melee
	Sentinel	Damage	Melee
Warrior	Juggernaut	Tank	Melee
	Marauder	Damage	Melee
Consular	Sage	Healer	Range
	Shadow	Tank	Melee
Inquisitor	Assassin	Tank	Melee
	Sorcerer	Healer	Range
Smuggler	Gunslinger	Damage	Range
	Scoundrel	Healer	Range
Imperial Agent	Operative	Damage	Range
	Sniper	Damage	Range
Trooper	Vanguard	Tank	Range
	Commando	Heal	Range

Class	Adv. Class	Role	Style
Bounty Hunter	Mercenary	Heal	Range
	Powertech	Tank	Range

Once you've selected a class, you then can choose your race and appearance. Neither have any impact on the game mechanics, they simply allow you to add flavor and uniqueness to your character.

Class Mechanics

The interesting part in TOR is that each class has a particular mechanic that sets them apart from the rest. Knights and Warriors use Focus and Rage, a point system that is used to power some strong abilities. Some abilities will generate points while others will consume them. It makes for a nice balance where you need to balance your available points in order to use your abilities at the proper time.

Consular and Inquisitors use Force, which is essentially a large power bar that all your abilities use to varying degrees. It recharges on it's own at a decent pace, which can be augmented with skills, abilities and items. It is akin to mana in other games.

Smugglers and Imperial Agents use Energy to power nearly all of their abilities. This is a rather unique energy bar in that it has a maximum amount that only lasts a short period of time and regenerates at different rates, depending on how much you have. At 60% or above, you regenerate at full while below that you take a significant penalty, which feels like crawling through mud. This does give you the freedom to unload like crazy near the end of combat or to save your skin but for drawn-out fights, you'll need to conserve your energy in order to be most effective. They also have an interesting cover mechanic, which lets you hide behind objects and use a different skill set. At later levels you can even create your own cover points.

Finally Troopers and Bounty Hunters use an Ammo and Heat mechanic, respectively. These are essentially the same but the Trooper loses ammo with skill use while the Bounty Hunter gains Heat. Similar to Smugglers and Imperial Agents, the less ammo / more heat you have, the longer it takes to restore, making skill juggling important for success.

BASICS

This particular section will look at the basic elements of TOR and how they interact with each other and with you.

Planets

Where most other games will have progression through multiple zones, TOR will have to travel to difference planets composed of multiple zones each. Once you finish the class quests on your capital planet (Coruscant or Dromund Kaas) you'll receive your class ship, allowing for interplanetary travel.

At the very start of your travels, you'll be placed on your starting planet, which depends entirely on your faction and class. Knight and Consulars will be placed on Tython and Smugglers and Troopers on Ord Mandell. Both will eventually meet up on Coruscant and then move on to the rest of the galaxy. Sith Warriors and Inquisitors start on Korriban while Imperial Agents and Bounty Hunters will begin on Hutta. They eventually will meet on Dromund Kaas with an eventual progress to the rest of the galaxy. Both Coruscant and Dromund Kaas house their respective faction's capital

cities, which contain cantinas, trainers, crafting stations and other important items. They are usually referred to as capital planets.

The rest of the planets are typically limited to level ranges, as indicated by the following table. Once you leave your capital planet, you will be in zones where the other faction resides, allowing for PvP on the appropriate servers.

Planet	Range
Tython (Republic Force players)	1 to 10
Ord Mantell (Republic Non-Force players)	1 to 10
Korriban (Empire Force players)	1 to 10
Hutta (Empire Non-Force players)	1 to 10
Coruscant (Republic)	10 to 15
Dromund Kaas	10 to 15
Taris (Republic)	15 to 20
Balmorra (Empire)	15 to 20
Nar Shaddaa	20 to 25
Tatooine	25 to 28
Alderaan	28 to 32
Balmorra (Republic)	32 to 35

Planet	Range
Taris (Empire)	32 to 35
Quesh	35 to 37
Hoth	37 to 40
Belsavis	40 to 44
Voss	44 to 47
Corellia	47 to 50
Illum	50

Transport

Exploring planets is a tough job since they are so incredibly large and getting around will be quite a hassle. Thankfully you have a few options for transport, each with their own costs and advantages.

Local Transport

Even from your first steps you'll find local transport hubs available to you, indicated with a pair of arrows. Once you find a connecting hub (on foot) you can then travel relatively quickly between those two points, making it a short effort to get from known places. Each zone will have 3 to 6 different hubs that you can find.

Quick Travel

One of your basic skills is the ability to teleport to bind you have already discovered. You'll find these next to the local transport hubs and they look like small stations. You can see them on your map or the mini-map and you must activate them in order to teleport to them in the future.

These are really helpful for when you're stuck at the bottom of a cave and you know you have a 30 minute walk back to camp, full of enemies. A quick use of the skill and you're back with not a scratch. It does have a 30 minute cooldown but that tends to fly by.

Sprint

Once you reach level 14, you'll acquire the Sprint ability, which increases your movement speed while out of combat. This is a toggled skill that resets if you die, so be sure to keep it active.

Local Speeders

Speeders are your basic mounts in a given zone and first become available at level 25. Until that point, you'll be hoofing it around and you'll be very glad for any

increase in your travel speed. As long as you're out of combat, you can jump on your speeder and replace your walking boots with a comfortable ride.

You'll be able to purchase an upgraded speeder at level 40 and again at 50. Since the speed boost between the level 40 and 50 speeders is minor and the cost can be quite high, it's best if you skip it entirely and wait until level 50 to upgrade.

Ships

Rather than a set level to get your ship, you'll receive it when you reach your capital planet and complete a quest, so around level 15 for most players. These ships will act not only as transport between planets, they also allow you to participate in space combat. This is an on-rails optional shooting game that is available to you and as you improve your ship through purchased components, you improve your overall power.

The ship can also act as a hub for all your companions, setting them to various crafting tasks. There are 6 ship models which are linked to each individual class, though Jedi Knights and Consulars share one type and Sith Warriors and Inquisitors share another.

Space Combat is an on-rails shooter type of event, similar to the Rogue Squadron games a few years ago. You can't move off the path though, only around the limited screen in front of you. In order to avoid fire, you'll need to do barrel rolls. Still, there are a dozen missions that increase in difficulty as you increase in level and in order to take on the tougher ones, you will need to purchase ship upgrades. You can find these on any planet past your capital planet and it only costs credits to improve. Completing a Space Combat mission rewards some minor experience and some Fleet Commendations, which can be exchanged for some high quality ship components.

Space Combat is completely optional and you can complete the game without ever upgrading your ship. Still, at level 50 it's quite a lot of fun to blow up some other ships!

Combat

Combat in TOR is similar to other MMOs in that you have a skill bar, a resource set and auto-targeting of your attacks when you have an enemy selected. It differs in that nearly all combat is done against groups of enemies and if you see a lone one, you can bet that it's a lot tougher than normal. You'll sometimes see Heroic and

Elite enemies, which are much harder versions with more damage and more hit points. These are typically meant for groups of players or very advanced ones.

An important matter to note is that that line of sight means a lot in the game and that a fair amount of enemies will attack from range. This puts melee players (Jedi Knights and Sith Warriors most notably) in awkward positions from time to time. Unless you're playing a tank role, it is advisable to attack enemies from range.

Currency

Money makes the world go round and the Star Wars universe is no different. The most basic currency is credits and there are no tiers (such as copper, silver and gold) to worry about as in other games. Credits are used nearly everything: training skills, buying items, travel on taxis and sending companions on missions. Through normal play and without dedicating lots of time to crafting, you will have ample credits at all times to train and move forward with the game.

In addition to credits, each planet has a set of unique currency - called commendations - that allows you to purchase rather unique items for a given level range. For example, Huttia will let you

swap your commendations for level 1-6 equipment. You never lose them but you can only spend them on the appropriate planet.

There are additional types of commendations; PvP, flashpoints, operations and space combat all have their own flavors.

Crafting

Most MMOs have a player crafting system and TOR is no different - here it's called Crew Skills. It does expand on the typical model by not having you directly do the crafting, rather your companions will do it for you. Sending a companion out means that they are not with you in combat, and the duration can be as short as a minute or nearly a day long.

The actual professions are split into 3 categories: crafting, missions and crafting. The first two produce materials for the crafting professions. You can select up to 3 different professions but only one of them may be a crafting one.

Gathering can also be done by your character out in the wild, if you find the appropriate node. You can select Archeology for crystals, Bionanalysis for genetic materials, Scavenging for

technology or Slicing for schematics. The actual items you can collect in the wild are limited to the planet you're on; the more difficult the planet, the better the resources.

Missions can only be completed by your companion and typically return items that benefit multiple crafting professions, so there isn't one that's a perfect pair. These items are usually meant for the more difficult items to craft. You can select Diplomacy, Investigation, Treasure Hunting or Underworld Trading.

Finally you can select a crafting profession. These will make armor, weapons, augments, stims and gadgets. Armormech creates armor for the non-force classes. Armstech creates ranged weapons like blasters and rifles. Artifice creates Jedi and Sith weapons. Biochem creates stims that boost your stats as well as implants. Cybertech creates gadgets and augments. Synthweaving creates armor for the Jedi and Sith.

Crafting costs time and money but does offer some interesting rewards. With so many choices, you will eventually be limited in what you can create but you have a few options to get around that. Joining a

guild will put you in contact with other players with different skill sets. You can sell your crafted items to other players and in turn purchase theirs.

Finally, you can create alternate players who are there just to craft. Since you can max out all your crafting professions by standing in town, as long as you have the money you only need reach your Fleet Station with another character, train the appropriate Crew Skill to access the recipes. With 8 characters you could have 8 crafters.

SPACE COMBAT

Once you complete your starting planet, you'll be given access to your class ship. These are all functionally identical yet each has a distinct look.

Class	Ship
Jedi Knight Jedi Guardian	Defender
Smuggler	XS Stock Light
Trooper	BT-7 Thunderclap
Sith Warrior Sith Inquisitor	Fury
Imperial Agent	X-70B Phantom
Bounty Hunter	D5-Mantis

Once you are on your ship, near your galaxy map you will find a quest indicator. Interacting with this module will bring up a list of repeatable quests that you can perform. Some can be done an infinite amount of time while others will group space missions together to provide a daily reward.

In order to start a mission you must pay a fuel cost and upon successful completion of the mission you'll get a cash reward, experience and space commendations. These commendations can be traded in for space ship upgrades.

Basics

All combat is done "on rails" meaning you can't move farther than the screen you're looking at. The game automatically will bring you a pre-set path and will cycle upon that path until either you die or you complete the mission. If you do die, the mission restarts from scratch. If you complete the mission, it can take a minute or more for the game to bring you to the correct place on the "rail" for the game to register completed. If you die at any point during this trip, the mission restarts.

Mapped to your main mouse button is your beam cannon. Keep it held down to shoot enemies who move within your crosshairs. Your second mouse button will launch your missiles, though you only have a limited amount. Get your targeting crosshair over an enemy (both boxes) and click the button. The missile will eventually hit. This is great for the tougher enemies and targets.

Your shield protects your hull and will automatically regenerate if you're not shooting. Pressing the space bar will cause you to do a barrel roll, which avoids most types of damage, useful for when many things are attacking you at once.

From most planets you can purchase ship upgrades for credits. At first they aren't required to beat the space missions but by the mid 30s you'll find that the missions are too difficult to complete with your basic ship. You can improve the following items:

Item	Effect
Shield Booster	Boost shield regeneration rate
Capacitor	Increase blaster damage
Beam Generator	Increase rate of fire and shield strength
Armor Plating	Increase ship armor
Torpedo Tube	Increase amount of torpedoes

Fleet Commendations can be used to purchase random crates from a vendor on your faction's space station. These are the same random crates found on all commendation vendors and do not necessarily include ship upgrade components.

Missions

There are 3 types of space missions. The first is an escort mission where you must escort a target to the end of the mission and both of you must survive. In nearly all variances of this mission you will need to shoot down many ships along the path that are attacking the other ship and the damage you receive is from turrets along the path. A lot of barrel rolls and continual fire from your cannons should get you through these missions.

The second type is to destroy a space station, or more specifically certain elements of the station. After a certain point you'll continually loop around the station and be presented with multiple targets to hit. Missiles usually work best on these targets since they are both hard to hit and have a fair amount of hit points as well. All the while you'll have ships and turrets firing at you. Damage is near constant in these missions and while you're not actively firing at the station it's a good idea to stop shooting and just barrel roll to regain your depleting shields.

The final type of mission is a survival mission. You'll have a goal of destroying a certain amount of targets but the point is to survive for a given amount of time. Since

the enemy's sole goal is to kill you, these can be very hectic missions. Again, the barrel roll is your friend in avoiding damage as much as possible. Above all other types of missions, these benefit the most from ship upgrades.

COMPANIONS

Similar to mercenaries in other games, companions are computer players that assist you in your travels. You'll acquire your first companion between level 6 and 8, and always through class quests. Your companions are limited to your class though by the time you reach level 50 you'll have a companion that can fill in pretty much any role. When you get your ship, it will automatically come with a droid companion.

Companions have a few unique roles in the game. First, you can send them off to sell all your garbage items in your bags. They'll leave for a minute and come back with money. Since your bags will often be full of stuff that is basically just money, this is a great timesaver from having to find a nearby vendor. Open your companion screen (default N key) and you'll notice a special button underneath the icon of your active companion. Press it and your companion will leave for a minute then return with your credits.

Second, as mentioned earlier, they are the source of your crafting success. They are the only ones who can complete missions and craft, so if you want to make anything, you need a companion.

Third, they provide additional quests through affection. While having a companion equipped and completing quests and dialogue, you'll notice that your companion either likes or dislikes what you say. Get enough affection from them and additional quests and content opens up.

Lastly, they act as an extra set of arms in combat. You will find a tank, a ranged damage dealer, a healer and a few that combine a few of those options. For solo play, it's usually best to have the best tank around to take the damage while you dish it out. If you're focusing on leveling as a tank though, it might serve you better to take a healer. Companions simply do not have your skill set available to them, so the simpler the job, the better. In group play, it's actually best to have them as a healer. They'll be continually healing everyone and there's nothing wrong with that. Important to note that group size is limited to 4 players, including companions, so once you hit 3 real players in a group, someone's companion is going to be disabled.

Companion List

The listing below will indicate the name of the companion, the planet that you'll need to complete your Class Quest on to acquire them, their role, their crafting bonus and their preferred gift as well if you can romance them - if you're the opposite sex.

A note about the crew skill bonuses. Efficiency will reduce the amount of time it takes to do something while Critical Chance increases the chance to acquire more of an item. Your affection level with a companion has no effect on crafting, only on romance and questing options.

***H**night*

Name	Planet	Role	Skill	Gift	Romance
<i>T7-01</i>	<i>Tython</i>	<i>Ranged Tank</i>	<i>Bioanalysis Efficiency</i> <i>Slicing Critical</i>	<i>Technology</i>	
<i>Kira Carsen</i>	<i>Coruscant</i>	<i>Melee Damage</i>	<i>Synthweaving Critical</i> <i>Research Critical</i>	<i>Luxury</i>	<i>Yes</i>
<i>Doc</i>	<i>Balmora</i>	<i>Healer</i>	<i>Underworld Efficiency</i> <i>Biochem Critical</i>	<i>Courting, Luxury</i>	<i>Yes</i>
<i>Lord Scourge</i>	<i>Hoth</i>	<i>Melee Tank</i>	<i>Armstech Efficiency</i> <i>Scavenging Efficiency</i>	<i>Military Gear</i>	
<i>Sergeant Rusk</i>	<i>Hoth</i>	<i>Ranged Tank</i>	<i>Artifice Efficiency</i> <i>Archeology Efficiency</i>	<i>Trophy</i>	

Consular

Name	Planet	Role	Skill	Gift	Romance
<i>Qyzen Fess</i>	<i>Typhon</i>	<i>Melee Tank</i>	<i>Biochem Efficiency</i> <i>Archeology Efficiency</i>	<i>Weapon</i>	
<i>Zenith</i>	<i>Balmorra</i>	<i>Ranged Damage</i>	<i>Investigation Efficiency</i> <i>Underworld Critical</i>	<i>Imperial Memorabilia</i>	
<i>Tharan Cedrex</i>	<i>Nar Shadaa</i>	<i>Healer</i>	<i>Cybertech Efficiency</i> <i>Slicing Efficiency</i>	<i>Luxury</i>	
<i>Lt. Iresso</i>	<i>Hoth</i>	<i>Ranged Tank</i>	<i>Armstech Critical</i> <i>Scavenging Critical</i>	<i>Courting, Trophy</i>	Yes
<i>Nadia Grell</i>	<i>Belsavis</i>	<i>Melee Damage</i>	<i>Synthweaving</i> <i>Diplomacy Critical</i>	<i>Cultural Artifact</i>	Yes

Smuggler

Name	Planet	Role	Skill	Gift	Romance
<i>Corso Riggs</i>	<i>Ord Mantell</i>	<i>Ranged Tank</i>	<i>Underworld Efficiency</i> <i>Armstech Critical</i>	<i>Military</i>	Yes
<i>Bowdarr</i>	<i>Nar Shadaa</i>	<i>Melee Tank</i>	<i>Cybertech Efficiency</i> <i>Scavenging Efficiency</i>	<i>Weapon, Trophy</i>	
<i>Risha</i>	<i>Alderaan</i>	<i>Ranged Damage</i>	<i>Diplomacy Efficiency</i> <i>Slicing Critical</i>	<i>Luxury, Technology</i>	Yes
<i>Akavi Spaar</i>	<i>Balmorra</i>	<i>Ranged Damage</i>	<i>Armortech Efficiency</i> <i>Bioanalysis Critical</i>	<i>Military Gear</i>	Yes
<i>Guss Tuno</i>	<i>Hoth</i>	<i>Healer</i>	<i>Archeology Efficiency</i> <i>Treasure Critical</i>	<i>Luxury, Technology</i>	

Trooper

Name	Planet	Role	Skill	Gift	Romance
<i>Aric Jorgan</i>	<i>Ord Mantell</i>	<i>Ranged Damage</i>	<i>Armstech Efficiency</i> <i>Diplomacy Critical</i>	<i>Ammunition Belt, Survival Gear</i>	Yes
<i>Elara Dorne</i>	<i>Taris</i>	<i>Healer</i>	<i>Biochem Efficiency</i> <i>Bioanalysis Efficiency</i>	<i>History Holo, Data Library, Banners</i>	Yes
<i>M1-4X</i>	<i>Nar Shadaa</i>	<i>Ranged Tank</i>	<i>Cybertech Critical</i> <i>Scavenging Critical</i>	<i>Republic Memorabilia</i>	
<i>Tanno Vik</i>	<i>Balmorra</i>	<i>Melee Tank</i>	<i>Armormech Critical</i> <i>Underworld Critical</i>	<i>Weapon</i>	
<i>Yunn</i>	<i>Hoth</i>	<i>Melee Damage</i>	<i>Research Efficiency</i> <i>Slicing Efficiency</i>	<i>Technology, Cultural Artifact</i>	

Warrior

Name	Planet	Role	Skill	Gift	Romance
Vette	Korriban	Ranged Damage	Underworld Efficiency Treasure Critical	Cultural Artifact, Luxury	Yes
Malavi Quinn	Balmorra	Healer	Armstech Efficiency Diplomacy Efficiency	Military Gear, Weapon	Yes
Lieutenant Pierce	Taris	Ranged Tank	Cybertech Efficiency Research Critical	Weapon	Yes
Jaesa Willsaam	Hutta	Melee Damage	Archeology Efficiency Synthweaving Critical	Weapon	Yes
Broonmark	Hoth	Melee Tank	Scavenging Efficiency Bioanalysis Critical	Trophy, Technology	

Inquisitor

Name	Planet	Role	Skill	Gift	Romance
<i>Khem Val</i>	<i>Korriban</i>	<i>Melee Tank</i>	<i>Artifice Efficiency</i> <i>Research Efficiency</i>	<i>Weapon</i>	
<i>Andronikus Revel</i>	<i>Tatooine</i>	<i>Range Damage</i>	<i>Slicing Critical</i> <i>Underworld Critical</i>	<i>Military Gear, Underworld Goods</i>	Yes
<i>Ashara Zavros</i>	<i>Taris</i>	<i>Melee Damage</i>	<i>Synthweaving Efficiency</i> <i>Diplomacy Efficiency</i>	<i>Courting, Cultural Artifact</i>	Yes
<i>Talos Drellik</i>	<i>Hoth</i>	<i>Healer</i>	<i>Treasure Efficiency</i> <i>Archeology Critical</i>	<i>Luxury, Cultural Artifact</i>	
<i>Xalek</i>	<i>Voss</i>	<i>Ranged Tank</i>	<i>Bioanalysis Efficiency</i> <i>Scavenging Critical</i>	<i>Military Gear, Weapon</i>	

Imperial Agent

Name	Planet	Role	Skill	Gift	Romance
<i>Kaliyo</i>	<i>Hutta</i>	<i>Ranged Damage</i>	<i>Armstech Efficiency</i> <i>Underworld Critical</i>	<i>Military Gear, Luxury</i>	Yes
<i>Scorpio</i>	<i>Belsavis</i>	<i>Ranged Tank</i>	<i>Bioanalysis Critical</i> <i>Diplomact Critical</i>	<i>Weapon, Technology</i>	Yes
<i>Doctor Lokin</i>	<i>Taris</i>	<i>Healer</i>	<i>Biochem Efficiency</i> <i>Research Efficiency</i>	<i>Military Gear, Luxury</i>	Yes
<i>Vector Hyllis</i>	<i>Alderaan</i>	<i>Melee Damage</i>	<i>Bioanalysis Efficiency</i> <i>Diplomacy Critical</i>	<i>Cultural Artifact</i>	Yes
<i>Ensign Temple</i>	<i>Hoth</i>	<i>Ranged Damage</i>	<i>Scavenging Efficiency</i> <i>Armormech Critical</i>	<i>Military Gear, Imperial Memorabilia</i>	Yes

Bounty Hunter

Name	Planet	Role	Skill	Gift	Romance
<i>Mako</i>	<i>Hutta</i>	<i>Healer</i>	<i>Cybertech Efficiency</i> <i>Slicing Efficiency</i>	<i>Underworld Good, Technology</i>	Yes
<i>Gault</i>	<i>Tatooine</i>	<i>Range Damage</i>	<i>Underworld Efficiency</i> <i>Biochem Critical</i>	<i>Underworld Good, Luxury</i>	
<i>Torian Caldera</i>	<i>Taris</i>	<i>Melee Damage</i>	<i>Research Efficiency</i> <i>Bioanalysis Critical</i>	<i>Weapon, Military Gear</i>	Yes
<i>Blizz</i>	<i>Hoth</i>	<i>Ranged Tank</i>	<i>Armormech Efficiency</i> <i>Armstech Critical</i>	<i>Everything but Courting</i>	
<i>Skadge</i>	<i>Belsavis</i>	<i>Melee Tank</i>	<i>Scavenging Efficiency</i> <i>Treasure Critical</i>	<i>Weapon, Underworld Good</i>	

STORY

A lot has been said about Bioware and their 4 pillars of an MMO - combat, progression, exploration and story. In most other games, you'll have a combination of the first 3 and the story is left as flavor for quests. It's one of the main driving forces behind RP servers, players determine the story on their own since there isn't much in the game to begin with.

TOR is quite a bit different in that regard. Story - through questing - is the key to progression from planet to planet, zone to zone. You pretty much have to follow your class quest line in order to get anywhere. It unlocks transports, advanced classes and flashpoints.

Currently, there are 3 chapters in your personal story, each unique to the class that you play. Some particular elements will change depending on how you respond to your quest givers. If you're nice, perhaps you'll get an extra quest and if you're evil, perhaps an extra reward. It all depends and that adds a lot of fun to the game.

The first chapter will last until the end of Alderaan, just before you hit level 30. Chapter 2 will last until the end of Belsavis, around level 44. Then you jump into Chapter 3 which will last all the way until level 50.

Light Side & Dark Side

Compared to other games where the quest screen is simply about clicking Accept, TOR will present you with dialogue options. At first they might seem simple but in fact they allow you a level of customization to your play. Maybe you want to play an Evil Jedi or a Good Sith. Maybe you want to play a mix. Perhaps you are trying to gain affection with one of your companions and need to come off strong.

Selecting the altruistic and noble options will reward you with Light Side points and selecting the selfish and destructive choices will reward Dark Side points. You don't lose any from a given side but you gain additional rewards at certain levels of Light/Dark points, so try and think like a Jedi or a Sith when talking through quests.

You can always complete quests by just randomly clicking responses but if you pay attention you'll get extra rewards and additional story elements. If you have a dire need for Light or Dark side points, then the Diplomacy mission crew skill can get you as many points as you need. This can get incredibly expensive.

Zone Quests

Each planet will have a main quest line and some additional minor quests along the way. TOR does an amazing job of always having some quest active and in most dungeons or sub-zones, you'll have the chance to pick up some quests along the way.

Some quests will give you additional objectives, typically asking you to kill some extra enemies for a bit more reward. Since you're in the area anyhow, might as well get that extra reward!

Also worth noting are Heroic quests. These always come with a number (2, 3 or 4) indicating the number of suggested people required to complete it. Think of it as group quests and in some cases, mini-dungeons. Every single planet is littered

with them and they are not mandatory to complete. They do however offer additional rewards (usually planet currency and an item) and can be repeated.

Heroic quests for 2 players can usually be completed by a single player with a companion, if you have a good understanding of your class. Some however, will always be too tough to complete alone. Be sure to ask around if anyone else is on the quest or you can come back when you're a few levels ahead.

Class Quests

From the first step you take you'll be presented with the start of your class quests. These are larger quest objectives that ask you to complete rather complicated tasks and will lead you through an entire planet.

The tend don't directly tie into planet quests but most of the time you'll find a few extra quests in the same area if you pay attention.

Class quests are required to access your Advanced Class, your ship, your companions and to access the next planet, so you can't skip them. They can all be completed alone and all follow a very "movie-like" adventure.

Companion Quests

As you progress through the game with a companion on your shoulder, you'll be gaining affection through dialog options. Sometimes they will initiate a talk with you and provide you with a task. Completing these tasks will reward you with more affection, more story and some unique items for your companion.

If you really spend some time with them you might be able to unlock some romance options as well. Treat them well and you'll get some nice rewards at the end.

LEVELING

As much fun as all the content is throughout the game, your end goal will surely be reaching maximum level. I'm sure it's possible to get there without questing but you'll be missing out on experience, items, story, companion characters and your advanced class.

The quest givers will always have an empty triangle above their head. They could be people, terminals or just plain items on the ground. Pick up as many as you can since they typically overlap in a given sub-zone and you're going to be there anyway. When you need to turn in a quest, the icon will be the same triangle but this time filled in. It's a good idea to finish all the quest objectives in a given zone before turning them in, it will save time.

Unless you are grouped, avoid any Heroic quest. Though they have good rewards, they are incredibly difficult. If you can find a group though, it's worth the time.

Leveling Strategies

The simplest way to level up is through combat and that means dealing damage to your opponents. Every class does this pretty well, though some advanced classes are better equipped. There are some basic rules of thumb to keep in mind though.

- Use a tank companion. The healers don't heal enough and the damage ones don't do enough damage when compared to you. A tank will keep at least 1 enemy off your back at all times. If you plan on leveling as a tank, then a healer companion would probably work out.
- Use crowd control abilities. 95% of all combat is against 3-4 enemies and if you can subdue one for 30 seconds, it will keep you alive.
- Use Area Effect (AE) attacks against 3 or more enemies. Less enemies than that, and you lose effectiveness.
- Have Medic Packs on your hot bar in case of emergencies
- Attacks that are channeled can be shortened due to taking damage.

- Every advanced class can focus on dealing damage through skill trees. Damage builds are the most effective at leveling, and the ones suggested in this guide.
- If you want to use a different skill tree, you can reset your skill points in your capital city, for a fee
- Use knockdowns and stuns. Anytime the enemy is on the ground, they aren't hitting you.

When considering particular tactics, it's important to remember that nearly all combat will be against groups of enemies. Enemies come in 4 main flavors. Weak, which can do down in 1-2 hits, regular which will take 4-5 hits each, strong (grey star) which are immune to some effects and use a wide assortment of abilities and finally, elite (gold star) who have a lot of hit points, use many abilities and will pose a large challenge to all players. Think of elites as mini-bosses, in that you will need to use every tool you have to beat them.

Most groups will be composed of 3-4 regular enemies, though from time to time you'll find a tough enemy within their ranks. If you have a tanking companion, it's a good idea to send them on the strongest enemy, the tough one if it's present, and personally deal with the regular enemies. Some classes will be weak in the AE

abilities department until the 20s, so take one enemy down at a time. If your class has a stun, such as Whirlwind for Inquisitors, use that to start the fight on the tough enemy instead. Granted they do more damage and have more hitpoints but it's a recipe for disaster letting 4 people attack you at once rather than taking out the weaker ones first.

Once you do target the tough enemies, keep an eye on their ability bar and you'll often find that they are trying to channel a large attack. Use an interrupt at that point to stop them. You can also use a knockdown attack or a stun. Usually you'll only need to do this once per tough enemy.

If you encounter an elite enemy, things are a bit similar to a tough one, the main difference is their damage and hit points. If they come with friends, take them out first. Once it's just you and the elite, get ready to use an interrupt rotation. Many classes have multiple interrupt-type attacks. These are either straight interrupts, knockdown abilities or a stun. A Trooper for example has Cryo Grenade to stun, and if they go the Vanguard route, they also get Riot Strike to interrupt and Neural Surge as a second stun ability.

An interrupt rotation is the act of staggering your abilities to get the most out of them by using the available interrupt with the shortest cooldown. In the Vanguard example above, Cryo Grenade has a 60 second cooldown, Riot Strike is 8 seconds and Neural Surge is 45 seconds. You would use Riot Strike, Neural Surge, then Riot Strike again since its cooldown would be finished, then Cryo Grenade. If you didn't start with Riot Strike, odds are you would only be able to get 3 interrupts before being unable to stop the enemy. This rotation is key to successfully defeating any hard enemy and in 99% of the cases, it is a better decision to interrupt an enemy than to damage them.

Fast Leveling Tips

If your goal is to hit level 50 as fast as possible, here are some general guidelines to help you along the path. You will be skipping a lot of the content however, and therefore missing a lot of the fun stuff that BioWare has put in the game to make leveling more cohesive and interesting.

All combined, you can reach level 50 in under 80 hours. To compare, a standard play through could run you 150-200 hours - that's a lot of skipped dialogue.

- Dialogue can be skipped with the space bar
- When dialogue choices appear, hover over them to see the Light / Dark options
- Ignore heroic quests unless you are grouped and close-by
- Ignore planet bonus missions
- Missions you do complete should be your level or one above
- Ignore all crafting and mission skills until level 50
- If money is not a concern, ignore all crew skills, otherwise take 3 gathering skills
- Don't buy anything on the GTN, you can level to 50 on mission rewards alone
- Voss, Corellia and Ilum quests reward commendations for level 50 gear, be sure to take them
- When leaving a planet other than the last 3, spend all your commendations on gear you can use or mods that you resell for credits
- Collect all the bind points on a map and use your recall ability, it should be on cooldown often
- Ignore PvP content while leveling
- Ignore World Bosses
- Ignore Datacrons until level 50
- Ignore Flashpoints, you will see them all at level 50

- Your first mount is at level 25 and costs a bit more than 40K, get it once in the town on Tatooine

Jedi Knight / Sith Warrior

Unless you're grouping, you're in the melee dealing damage. This also means you take more damage as you need to close the distance with enemies in order to attack them. Get used to using Force Leap / Force Charge to start combat.

Sentinel / Marauder

Example Build - Sentinel

Example Build - Marauder

Sentinel / Marauder will provide you with some great damage options. Juyo Form will be a good start until you acquire Ataru Form, which should then be your go-to form for damage.

Combat typically starts with a Force Leap / Force Charge on a ranged enemy. You can then use Zealous Strike / Battering Assault to generate Focus and use Force Sweep / Smash and Cyclone Slash / Sweeping Slash if you're close enough to the rest of the enemies, else Cauterize /

Rupture and Overhead Slash / Impale on the closest one. Once you gain Precision Slash / Gore, you should use it every cooldown as the extra armor penetration is great. Blade Rush / Massacre should be used every 6 seconds, to keep the boost to Ataru Form active.

Your final rotation will look something like Force Leap / For Charge then the following abilities, in priority.

- Zealous Strike / Battering Assault
- Precision Slash / Gore
- Blade Rush / Massacre
- Master Strike / Ravage
- Blade Storm / Force Scream

In truth, you need some investment into skills before you can settle into a solid rotation as quite a few give you a chance for Focus with certain attacks. At lower levels, you'll be quite strapped for Focus and limited in choice but once you hit level 20 and 32 new skills will give you some boosts.

Guardian / Juggernaut

Even though you can level in a tanking role, I would suggest taking the DPS route. That means taking the Vigilance / Vengeance skill tree for most.

Example Build - Guardian

Example Build - Juggernaut

You'll be in Shien form for combat, which will have an impact on your Focus / Rage generation. Combat will start with Sabre Throw to get their attention, followed by a Force Leap / Force Charge. You can then use Sundering Strike / Sundering Assault, followed by Plasma Brand / Shatter and Overhead Slash / Impale. Dispatch / Vicious Throw can be used on enemies under 20%, otherwise use Blade Storm / Force Scream. Force Sweep / Smash is used to keep the enemy accuracy debuff active.

Since a few of those abilities won't be available until you level up, you can alternatively use Strike / Assault and Blade Storm / Force Scream as your main damage options until you unlock better abilities.

Jedi Consular / Sith Inquisitor

There are two choices here, either the melee role with the Shadow / Assassin or the ranged damage with the Sage / Sorcerer. Unless you take the tanking choice for melee, it's best to have a tanking companion for your travels.

Seeing that Shadows / Assassins have reduced range for their attacks, it can be tricky to move around groups of enemies in order to attack. Make liberal use of Stealth to help make it close and alive.

Shadow / Assassin

Example Build - Shadow

Example Build - Assassin

There are a few non-combat items to discuss first. Force Technique / Lightning Charge or Surging Charge / Surging Technique should be active at all times, depending on which ability to have available. When you use a charge, it should be a priority to get it back. Blackout is a great ability as it helps restore your Force with the skill choices given. Also, since Stealth is a major part of combat, you want to try and start all combat in stealth and use Blackout when off cooldown to get more damage.

If Find Weakness / Exploit Weakness is active, use Shadow Strike / Maul for the damage boost. Double Strike / Thrash should be used next in order to get the buff to reduce the cost of Project / Shock, then Clairvoyant Strike / Voltaic Slash to double

the effect. Now you can use Project / Shock. If the enemy still has a fair amount of health left, use Force Breach / Discharge to finish them off.

Sage & Sorcerer

Example Build - Sage

Example Build - Sorcerer

This build changes drastically once you get Telekinetic Wave / Chain Lightning and it's associated skills. Up until that point, it's a matter of Force Lift / Whirlwind to start combat, then Project / Shock, Telekinetic Throw / Force Lightning and Disturbance / Lightning Strike to deal damage as cooldowns allow. Weaken Mind / Affliction can be put up once acquired and just before a Telekinetic Throw / Force Lightning but isn't essential until you get Turbulence / Thundering Blast, for some massive damage. When you get Telekinetic Wave / Chain Lightning, you should use it every cooldown and stop using Project / Shock unless you need a stun, simply use Disturbance / Lightning Strike while Telekinetic Throw / Force Lightning is on cooldown.

Smuggler & Imperial Agent

Now comes one of the trickier classes in TOR in that one of your key abilities requires that you stop moving and hide behind Cover. If you need to move in combat, you'll need to manually move out, place the Cover and move back in. This is lonely a problem for the DPS roles though, as healers don't need cover to function.

Gunslinger & Sniper

Example Build - Gunslinger

Example Build - Sniper

Combat is actually quite straightforward here but you can add variations if you'd like. Start with Speed Shot / Series of Shots, followed by Rapid Fire to remove the cooldown. Aimed Shot / Ambush is next, followed by Charged Burst / Snipe. Flurry of Bolts / Rifle Shot should be used to allow Energy to regain. You can then use Trickshot / Followthrough for some nice damage and then repeat the entire cycle.

As you're leveling you'll naturally not have access to all the skills but a good rotation between Aimed Shot / Ambush and Charged Burst / Snipe will take down most enemies rather quickly. XS Flyby / Orbital Strike can be used for AE damage on tightly grouped enemies.

Energy management can be a problem here and it's good to remember that Flurry of Bolts / Rifle Shot can be used to allow your Energy to regenerate. It's also a good idea to always be above 60 Energy, which typically means waiting until 90 Energy before using an Energy-consuming ability.

Scoundrel ↗ Operative

Example Build - Scoundrel

Example Build - Operative

First off, Pugnacity / Stim Boost are pretty much required active at all times due to the increased Energy they return. Thankfully the effect lasts 45 seconds, so you won't be spamming the ability but it's important to always have it active. This will require balancing of the Upper Hand / Tactical Advantage in order to use, so keep at least one up as well, which should be

simple enough. This Energy management also means that you should try and keep your Energy above 90 before using an ability.

Your rotation therefore becomes Flurry of Bolts / Rifle Shot if you're under 90 Energy. Blaster Whip / Shiv can be used to get Upper Hand / Tactical Advantage. Hemorrhaging Blast / Weakening Blast should be used for the increased DoT damage. Vital Shot / Corrosive Dart should then be applied and kept active. Shrap Bomb / Corrosive Grenade for the same reason. Finally, use Wounding Shots / Cull.

AE battles can use Shrap Blast / Corrosive Grenade, XS Flyby / Orbital Strike and Blaster Volley / Carbine Burst.

Trooper ↗ Bounty Hunter

This class has a pretty good set of AE skills and good defenses in addition to attacking from range, making it one of the more evenly balanced options in TOR - regardless of the Advanced Class you select.

The Ammo / Heat mechanic requires you to carefully manage your skill usage as your regeneration is based on the amount you actively have. Spamming skills will usually have you end up with a very slow recharge rate and no skills available for use.

Commando / Mercenary

Example Build - Commando

Example Build - Mercenary

Due to the dynamics of Ammo / Heat and the skill choices, you will typically use a priority list for actions. If you're below 8 Ammo / above 20 Heat, then use Hammer Shot / Rapid Shots. If you're below 6 Ammo / above 50 Heat, then use Recharge Cells / Vent Heat. You'll want Armor Piercing Cell / High Velocity Gas Cylinder should be used for the armor piercing damage boost.

Actual combat now starts. Grav Round / Tracer Lock until you have 5 stacks of Charged Barrel / Tracer Lock on the target. High Impact Round / Rail Shot should be used then, followed by Demolition Round / Heatseeker Missiles if the former is on cooldown. If Curtain of Fire / Barrage procs, then you should use Full Auto / Unload. If everything is on cooldown, back to Grav Round / Tracer Lock.

Clearly this build doesn't really start to get moving until you get Grav Round / Tracer Missile so until then you're stuck with Full Auto / Unload and High Impact Round / Railshot for your damage. AE options include Mortar Volley / Death From Above, Plasma Grenade / Fusion Missile and Hail of Bolts / Sweeping Blasters.

Vanguard / Powertech

Example Build - Vanguard

Example Build - Powertech

Similar to the Commando / Mercenary, Ammo / Heat management is important. If you're below 8 Ammo / above 20 Heat, then use Hammer Shot / Rapid Shots. If you're below 6 Ammo / above 50 Heat, then use Recharge Cells / Vent Heat. High Energy Cell / High Energy Gas Cylinder should be used for damage purposes.

As long as you have the Ammo / Heat as listed in the previous paragraph, you'll run a rotation. Sticky Grenade / Explosive Dart can start the fight. Follow with Fire Pulse, then Immolate Pulse Round / Flamethrower and then Ion Pulse / Flame Burst.

If you manage to get up close, then use Gut / Retractable Blade followed by a High Impact Bolt / Rail Shot. If Battering Ram / Flame Barrage procs, then use Rocket Punch.

AE options include Mortar Volley / Death From Above, Pulse Round / Flamethrower and Explosive Surge / Flame Sweep.

Alternative Roles

Even though I suggest the DPS role for everyone to level in, some will want to play a different role. This portion will go over the alternate roles each advanced class can play, if they have an alternate role from DPS - 2 do not.

Jedi Guardian / Sith Juggernaut

Example Build - Guardian

Example Build - Juggernaut

Rather than a focus on damage, there's a focus on keeping enemies attacking you and surviving. The first element is Soresu Form, which is required for tanking. To generate Focus or Rage, you should use the

following, depending on availability. Combat Focus / Berserk, Sundering Strike / Sundering Assault and finally, Strike / Assault.

For single targets, use the following, in priority for damage. Riposte / Retaliate, Blade Storm / Force Scream, Force Sweep / Smash, Hilt Strike / Backhand, Guardian Slash / Crushing Blow and Slash / Vicious Slash.

AE will use Riposte / Retaliate, Blade Storm / Force Scream, Force Sweep / Smash, Hilt Strike / Backhand and Cyclone Slash / Sweeping Slash.

Use your defensive cooldowns at the start of group combat and when the cooldown permits on bosses. Guardian Leap / Intercede should be used when someone in the group is getting attacked and you're not in melee range.

Jedi Shadow / Sith Assassin

Example Build - Shadow

Example Build - Assassin

Force management is an issue here since you have a set total amount. Combat Technique / Dark Charge should be the active buff while tanking. Combat then becomes a priority list to ensure that certain effects are maintained.

- Kinetic Ward / Dark Ward with under 2 charges
- Slow Time / Wither for the damage debuff
- Force Breach / Discharge for accuracy debuff
- Telekinetic Throw / Force Lightning with 3 charges
- Project / Shock if Particle Acceleration / Energize is active
- Double Strike / Thrash

AE attacks are similar, except that you add Whirling Blow / Lacerate. Defensive abilities should be used at the start of group fights and when available on bosses. Force Speed is a great tool to use to cover distances quickly.

Jedi Sage / Sith Sorcerer

Example Build - Sage

Example Build - Sorcerer

As a healer, you're under the power of triage in combat, or the sorting of need. Force Armor / Static Barrier is quite powerful and should be active on the tank at all times, when not on cooldown. Then you want to keep Rejuvenate / Resurgence on the tank for the HoT and armor bonus, not to mention the skill benefit from Conveyance / Force Bending.

From this point it's more about using Healing Trance / Innervate on cooldown, hoping for a free cast of Noble Sacrifice / Consumption and Deliverance / Dark Infusion for the big heals. Salvation / Revivification can be used when you need to heal the group and they are not moving.

It's a rather simple rotation where the use of Noble Sacrifice / Consumption will hopefully cover your Force needs, as long as you never get more than 2 stacks of the debuff active at any time.

Scoundrel / Operative

Example Build - Scoundrel

Example Build - Operative

Healing as this class is all about managing HoTs. As with all healers, Energy management is a concern and Pugnacity / Stim Boost can help. It requires an Upper Hand / Tactical Advantage, which is also used to increase our healing, so you always want to have at least 1 stack of the buff at all times.

You'll want to keep Slow-release Medpac / Kolto Probe active on the tank, as well as Diagnostic Scan for the rolling healing. Underworld Medicine / Kolto Injection will be your main big heal and you can use Kolto Pack / Kolto Infusion in emergencies, though it consumes an Upper Hand / Tactical Advantage. Emergency Medpac / Surgical Probe also consumes a buff but the heal is smaller, so only in the dire straits.

Vanguard / Powertech

Example Build - Vanguard

Example Build - Powertech

Ion Cell / Ion Gas Cylinder will be used to tank in order to increase your threat. Ammo / Heat management is always fun, so you want to use Hammer Shot / Rapid Shots when under 8 Ammo / above 20 Heat. Otherwise, on single targets the following priority should work. Stockstrike / Rocket Punch, High Impact Round / Rail Shot, Sticky Grenade / Explosive Dart and Neural Jolt / Flame Burst.

AE combat will use Mortar Volley / Death from Above, Sticky Grenade / Explosive Dart, Pulse Round / Flamethrower and Explosive Surge / Flame Sweep.

Storm / Jet Charge should be used to close distance gaps and Smoke Grenade / Oil Slick should be used to reduce incoming damage from groups or bosses when you need some breathing room.

Commando / Mercenary

Example Build - Commando

Example Build - Mercenary

As with all Troopers / Bounty Hunters, Ammo / Heat management is important. use Hammer Shot / Rapid Shots when under 8 Ammo / above 20 Heat, unless you need to burst out the heals. Combat Support Cell / Combat Support Cylinder should be used when healing as Supercharged Cell / Supercharged Gas provides either a Damage Shield or a reduced cooldown on your healing abilities. Use it once you get the 30 stacks needed to trigger it and typically with Advanced Medial Probe / Healing Scan to get 2 strong heals in a row.

Trauma Probe / Kolto Shell should be active on the tank at all times, it provides passive healing. Balancing the use of Kolto Bomb / Kolto Missile and the boosted healing effect as well as extra armor is important. It lasts 15 seconds, so you want to keep the buff active. Combined with a skilled Advanced Medical Probe / Healing Scan, the tank should have not only extra armor but a HoT as well. Bacta Infusion / Emergency Scan is best saved for emergencies or movement portions of fights due to it's long-ish cooldown.

CLASSES

One of the first choices you make is selecting your class for your character. While all classes can fill a damage role, some have a strength towards tanking or healing, some have a preference for toe to toe combat and others from a distance. Finding the right class for you can mean some time trying them all out but this section hopes to at least point you in the right direction.

An important item to note is that at a basic level, there are only 4 main classes so that if you want to play a Sith Warrior you can feel safe knowing that it's a near mirror to the Jedi Knight. Faction has an impact in PvP, quests, story and being able to play with friends but it doesn't have a large impact on classes.

Class Basics

With 4 main classes available, Knight / Warrior, Consular / Inquisitor, Smuggler / Imperial Agent and Trooper / Bounty Hunter, your final choices are actually Advanced Classes, Roles and Playstyles.

Every single advanced class can play as a damage role. The ones listed in the following table are the class specific roles that differentiate them from the other advanced class. For example, a Jedi Knight can opt to be a Guardian Tank or DPS or they can choose a Sentinel who can only DPS.

Class	Adv. Class	Role	Style
Knight	Guardian	Tank	Melee
	Sentinel	Damage	Melee
Warrior	Juggernaut	Tank	Melee
	Marauder	Damage	Melee
Consular	Sage	Healer	Range
	Shadow	Tank	Melee
Inquisitor	Assassin	Tank	Melee
	Sorcerer	Healer	Range
Smuggler	Gunslinger	Damage	Range

Class	Adv. Class	Role	Style
r	r		
	Scoundrel	Healer	Range
Imperial Agent	Operative	Damage	Range
	Sniper	Damage	Range
Trooper	Vanguard	Tank	Range
	Command o	Heal	Range
Bounty Hunter	Mercenary	Heal	Range
	Powertech	Tank	Range

Once you acquire the advanced class, you'll gain access to your skill trees. Each class has 5 total trees - 2 for each advanced class and 1 shared between them. This shared tree is usually focused on passive boosts to damage and stats, while the other two focus on your specific role.

As you can see, there is an even breakdown between tank and healer but you a large advantage towards ranged classes. It's worth noting that the tank and and healer advanced classes also have the ability to deal some good damage but in a group setting, you're likely to be expected to fill in your specialized role.

Advanced Classes

Once you reach your Space Fleet, one of you first class quests will unlock your Advanced Class options - which will only happen if you're level 10 or higher. You'll be asked to select one of the two advanced classes for your character and if you make a mistake you're stuck with it.

ABILITIES AND SKILLS

Since each class has a mirror on the other faction, I won't double the information in this section. Abilities are the naturally acquired spells and attacks you gain from increasing your character's level. Skills are obtained from a set of trees from which you can spend points – sort of like talents in other games. You gain 1 point per level, starting at level 10 for a total of 41 by level 50.

Some skills require you to have invested into the appropriate skill tree before they become available, essentially limiting the top-level skills to higher level characters. As you level up, your trainer will offer you new ranks in for your abilities and skills. This means that every Warrior will have nearly the same abilities as another but possibly 3-6 more, depending on skill tree allocation.

Abilities will list the Jedi name followed by the Sith name, if there is a difference at all. Advanced classes can be obtained as early as level 10 or as late as you complete the quest.

Knight / Warrior

Knights and Warriors can equip Lightsabers, Vibroswords and Medium armor. Once you acquire your advanced class, you'll gain an extra set of abilities. Sentinel (Sen) equates to Marauder (Mar) while Guardian (Grd) is equal to Juggernaut (Jug). The Knights use Focus and the Warriors use Rage as their power source, where some abilities grant it while others consume it.

Abilities

Skill	Lv	Class	Effect
Strike / Assault	1	All	Deal weapon damage. Gain 2 Focus
Slash / Vicious	1	All	Deal moderate damage. Costs 3 Focus

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Skill	Lv	Class	Effect
<i>Slash</i>			
<i>Force Might / Unnatural Might</i>	1	All	Increase melee, range, force and tech damage and healing.
<i>Shii-cho Form</i>	1	All	Increase all damage dealt and reduce damage received
<i>Force Leap / Force Charge</i>	2	All	Leap to target and interrupt their action. Gain 3 Focus.
<i>Force Sweep / Smash</i>	3	All	Strike 3 enemies and slow them. Costs 3 Focus.
<i>Saber Ward</i>	4	All	Increase defense and parry chance for a short period.
<i>Riposte / Retaliation</i>	5	All	Attack a tacker after having parried or deflected an attack. Does not use the global cooldown. Costs 3 Focus
<i>Blade Storm / Force Scream</i>	6	All	Project damage onto your enemy, can knock down weak and standard enemies. Costs 4 Focus
<i>Master Strike / Ravage</i>	8	All	Deal high damage and stun opponent. 3 sec channel.
<i>Resolute/ Unleash</i>	9	All	Breaks all movement effect
<i>Sprint</i>	14	All	Increase movement speed by 35% while out of combat
<i>Call on the Force</i>	15	All	Finish cooldown on Saber Ward, heals 2% of health every 3 seconds for a medium duration.
<i>Force Kick / Disruption</i>	18	All	Interrupt your target and prevent use of that ability for a short period. Costs 1 Focus
<i>Force Stasis / Force Choke</i>	24	All	Stun and deal damage over 3 seconds. Gain 1 Focus per second.
<i>Pommel Strike</i>	28	All	Hit target for high damage, only works on incapacitated enemies.
<i>Cyclone Slash / Sweeping Slash</i>	32	All	Hit up to 5 nearby enemies. Costs 3 Focus

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Skill	Lv	Class	Effect
Opportune Strike / Savage Kick	34	All	Hit a target for high damage. Only useable on slow or immobilized targets.
Awe / Intimidating Roar	42	All	Confound nearby enemies, preventing action for 6 seconds. Costs 1 Focus
Dispatch / Vicious Throw	46	All	Throw saber for high damage, only useable on targets below 20% health. Costs 3 focus
Dual Wield	10	Sen/Mar	Allows use 2 weapons at once
Zealous Strike / Battering Assault	10	Sen/Mar	Strike a target multiple times. Gain 6 Focus.
Rebuke	10	Sen/Mar	Reduces damage taken and deals damage to attackers, refreshes when hit, max 30 second duration
Centering / Fury	10	Sen/Mar	When you spend focus or kill a target, gain a stack of Center. 30 stacks make you Centered / Furious
Zen / Berserk	10	Sen/Mar	Must be Centered. Last 6 charges. Shii-Cho: Slash costs no focus and hits 1 more target, Juyo: Increase burn critical chance and heal party, Ataru: Reduces focus cost of Slash and Blade Rush and Global cooldown
Cauterize / Rupture	12	Sen/Mar	Strike for damage and deal more damage over time. Costs 2 Focus
Juyo Form	14	Sen/Mar	Causes melee attacks to increase all damage dealt
Leg Slash / Crippling Slash	16	Sen/Mar	Deal damage and slow the target. Costs 2 Focus
Crippling Throw / Deadly Throw	18	Sen/Mar	Deals heavy damage and reduces healing taken by target. Costs 3 Focus
Transcendence / Predation	22	Sen/Mar	Must be Centered. Increase group movement speed and defense for 10 seconds.

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Skill	Lv	Class	Effect
<i>Pacify / Obfuscate</i>	26	Sen/Mar	Reduce target's accuracy by 90% for a short period. Costs 1 Focus
<i>Disable Droid</i>	28	Sen/Mar	Shut down a droid for 1 minute. Damage breaks effect.
<i>Force Camouflage</i>	30	Sen/Mar	Enter Stealth reducing your threat and movement speed.
<i>Guarded by the Force / Undying Rage</i>	38	Sen/Mar	Spend health to gain damage resist
<i>Inspiration / Bloodthirst</i>	44	Sen/Mar	Must be Centered. Increase group healing and damage for 15 seconds.
<i>Valorous Call / Frenzy</i>	50	Sen/Mar	Increase accuracy for a short period
<i>Armor: Shield Proficiency</i>	10	Grd/Jug	Allows use of Shield Generators
<i>Armor: Heavy Armor</i>	10	Grd/Jug	Allows use of Heavy armor
<i>Armor: Focus</i>	10	Grd/Jug	Allow use of Focus
<i>Blade Turning</i>	10	Grd/Jug	First 2 seconds of Saber Ward grants 100% defense
<i>Sundering Strike / Sundering Assault</i>	10	Grd/Jug	Strike for damage and reduce enemy armor. Stacks 5 times. Grants 2 Focus
<i>Freezing Force / Chilling Scream</i>	12	Grd/Jug	Slow all nearby enemies. Costs 2 Focus
<i>Guard</i>	14	Grd/Jug	Guard target who takes less damage and generates less threat. A portion of the damage they take is transferred to you. Requires Soresu Form.
<i>Soresu Form</i>	14	Grd/Jug	Reduce damage taken, armor rating, threat generation and shield chance. Taking damage also builds 1 Focus but Strikes

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Skill	Lv	Class	Effect
			<i>grant 1 less Focus.</i>
<i>Taunt</i>	16	Grd/Jug	<i>Force the target to attack you for a short period. Enemy deals less damage if they are not attacking you.</i>
<i>Combat Focus / Berserk</i>	22	Grd/Jug	<i>Gain 6 Focus</i>
<i>Force Push</i>	26	Grd/Jug	<i>Deal damage and knock back the target.</i>
<i>Enure / Endure Pain</i>	28	Grd/Jug	<i>Increase your health for a short period of time.</i>
<i>Challenging Call / Threatening Scream</i>	30	Grd/Jug	<i>Taunt all nearby enemies to attack you for a short period.</i>
<i>Saber Throw</i>	36	Grd/Jug	<i>Throw lightsaber to target for damage. Gain 3 Focus.</i>
<i>Guardian Leap / Intercede</i>	50	Grd/Jug	<i>Jump to a friendly target, reducing the damage they take for a short period.</i>

Skills

The Knight has the Focus tree shared, while the Guardian gets Defense and Vigilance. The Warrior shares the Rage tree while the Juggernaut gets Vengeance and Immortal and the Marauder gets Carnage and Annihilation.

Ability	Requirement	AC	Effect
Zealous Leap / Obliterate	10 Focus / Rage	All	Jump to and strike your target. Deals a large amount of threat. Costs 3 Focus
Force Exhaustion / Force Crush	30 Focus / Rage	All	Slow and damage the target over 5 seconds. Once completed, deal additional damage. Costs 4 Focus
Ataru Form	10 Combat / Carnage	Sen/Mar	Increase accuracy and attacks have a chance to deal Force damage.
Precision Slash / Gore	20 Combat / Carnage	Sen/Mar	Damage target and grant a buff that increases armor penetration for a short period. Costs 3 Focus
Blade Rush / Massacre	30 Combat / Carnage	Sen/Mar	Damage target and trigger an Ataru Form strike. Increases the chance of further Ataru strikes for a short period. Costs 3 Focus
Overload Saber / Deadly Saber	10 Watchman / Annihilation	Sen/Mar	The next 3 melee attacks burn the enemy for a short period. Can stack 3 times. Costs 3 Focus
Merciless Slash / Annihilate	30 Watchman / Annihilation	Sen/Mar	Damage target for high damage and grant a buff that reduces the cooldown of this skill. Can stack 3 times. Costs 5 Focus.
Warding Call / Invincible	10 Defense / Immortal	Gua/Jug	Reduce all damage taken for a short period
Hilt Strike / Backhand	20 Defense / Immortal	Gua/Jug	Hit the target for high damage and stun them for a short duration. Provides high threat. Costs 3

Ability	Requirement	AC	Effect
			<i>Focus</i>
<i>Guardian Slash / Crushing Blow</i>	<i>30 Defense / Immortal</i>	<i>Gua/Jug</i>	<i>Deal heavy damage and reduce opponent's armor. Targets with 5 stacks of the debuff take damage instead. Costs 4 Focus</i>
<i>Shien Form</i>	<i>10 Vigilance / Vengeance</i>	<i>Gua/Jug</i>	<i>Increase all damage dealt and all attacks that costs Focus will cost 1 less when used. Taking damage will reward you with 1 Focus.</i>
<i>Overhead Slash / Impale</i>	<i>20 Vigilance / Vengeance</i>	<i>Gua/Jug</i>	<i>Deal heavy damage to target. Costs 4 Focus</i>
<i>Plasma Brand / Shatter</i>	<i>30 Vigilance / Vengeance</i>	<i>Gua/Jug</i>	<i>Hit a target afflicted by Sundering for high initial damage and additional damage over time. Costs 5 Focus</i>

Consular / Inquisitor

The second Jedi/Sith group of classes focuses more on dealing damage and healing from a distance with Force powers. The matched advanced classes are Shadow (Sha) and Assassin (Ass) for damage and Sage (Sag) and Sorcerer (Sor) for healing. Their power source is Force, which regenerates at a steady rate. Sages and Sorcerers will have 5 times the Force of Shadow and Assassins, possibly more depending on their skill tree allocation.

Abilities

Skill	Lv	Class	Effect
Force Valor / Mark of Power	1	All	Increase Strength, Aim, Willpower and Cunning by 5% and elemental resistance.
Saber Strike	1	All	Deal weapon damage.
Project / Shock	1	All	Strike the enemy from afar. 45 Force
Double Strike / Thrash	1	All	Strike twice with your weapon. 25 Force
Telekinetic Throw / Force Lightning	2	All	Deals damage to target over time and slow the target. 30 Force
Force Wave / Overload	3	All	Deal damage and knockback nearby targets. 20 Force
Force Stun / Electrocute	4	All	Deal damage and stun the target. 20 Force
Force Lift / Whirlwind	6	All	Trap the target for a period of time, damage breaks the effect. 20 Force
Force Potency / Recklessness	8	All	Grant 2 charges than increase your critical chance by 60% per charge. Consumed on critical hit.
Force of Will / Unbreakable Will	9	All	Break hostile effects. 2 min cooldown
Armor: Focus	10	All	Allows use of Focus items
Sprint	14	All	Increase movement speed outside of combat
Mind Crush / Crushing Darkness	14	All	Deal instant damage and additional damage over time. 40 Force
Channel the Force	15	All	Finish cooldown on your stun, heal for 2% of health every 3 seconds. Requires companion. Lasts 1 minute. 20 minute cooldown.

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Skill	Lv	Class	Effect
Force Speed	16	All	Increase movement speed for 2 seconds
Mind Snap / Jolt	18	All	Interrupt your target
Force Slow	22	All	Deal damage and slow your target. 15 Force
Tumult	28	All	Deal high damage to an incapacitated enemy
Unity	46	Con	Reduces damage you and your companion take for 15 seconds.
Sacrifice	46	Inq	Sacrifice your companion to heal yourself
Shield Generator	10	Sha/As s	Allows use of Shield Generators
Force Technique / Lightning Charge	10	Sha/As s	Chance to deal additional kinetic damage per strike. Requires double bladed lightsaber
Shadow Strike / Maul	10	Sha/As s	Deals damage to target, must attack from behind. Requires double bladed lightsaber. 50 Force
Shadow's Training / Assassin's Training	10	Sha/As s	Increase total endurance and damage dealt by Project/Shock
Stealth	10	Sha/As s	Enter Stealth mode and make you difficult to detect and move slowly.
Weapon: Double Bladed Lightsaber	10	Sha/As s	Allows use of double bladed lightsabers
Weapon: Electrostaff	10	Sha/As s	Allows use of electrostaves
Force Breach / Discharge	12	Sha/As s	Attacks depending on active technique. Force deals damage over time, Combat hits up to 5 nearby enemies and Shadow deals direct damage. 20 Force
Combat	14	Sha/As	Gives a chance for attacks to deal minor damage and heal you.

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Skill	Lv	Class	Effect
Technique / Dark Charge		s	Also increases your shield rating and threat generation while reducing damage. Requires double bladed lightsaber. 50 Force
Guard	14	Sha/As s	Guard a nearby target, who takes 5% less damage and generates less threat. A portion of the damage they take is transferred to you
Mind Control	16	Sha/As s	Forces the enemy to attack you for 6 seconds
Mind Maze / Mind Trap	20	Sha/As s	Confuses target for 60 seconds. Damage breaks the effect. Only useable in Stealth Mode. 50 Force
Blackout	22	Sha/As s	Increases Stealth mode for a short period
Force Cloak	22	Sha/As s	Exits combat and enter stealth mode for a short period
Deflection	24	Sha/As s	Increase your range and melee defenses for a short period
Whirling Blow / Lacerate	26	Sha/As s	Deals damage to all nearby targets. 40 Force
Spinning Strike / Assassinate	32	Sha/As s	Deals high damage to targets under 30% health. 25 Force
Resilience / Force Shroud	36	Sha/As s	Remove all hostile effects and makes you immune to their effects for a short time
Force Kick / Spike	42	Sha/As s	Deal damage and knock down target. Only useable in stealth. 30 Force
Battle Readiness / Overcharge Saber	50	Sha/As s	Increase damage dealt by Force and Shadow attacks for a short period
Benevolence / Dark Heal	10	Sag/Sor	Heals a target. 50 Force
Disturbance /	10	Sag/Sor	Deal telekinetic damage. 30 Force

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Skill	Lv	Class	Effect
<i>Lightning Strike</i>			
<i>Force Reach / Transmission</i>	10	<i>Sag/Sor</i>	<i>Increase the range of your force attacks</i>
<i>Force Studies / Force Attunement</i>	10	<i>Sag/Sor</i>	<i>Increase your Force stock by 400</i>
<i>Deliverance / Dark Infusion</i>	12	<i>Sag/Sor</i>	<i>Heal a target for a medium amount. 55 Force</i>
<i>Force Armor / Static Barrier</i>	14	<i>Sag/Sor</i>	<i>Surround target in a force shield, absorbing a high amount of damage. Cannot be used again on the same target for 20 seconds. 65 Force</i>
<i>Weaken Mind / Affliction</i>	16	<i>Sag/Sor</i>	<i>Deals damage over time. 35 Force.</i>
<i>Noble Sacrifice / Consumption</i>	20	<i>Sag/Sor</i>	<i>Sacrifice a portion of your life to restore some force. Force regeneration is reduced by 25% for 10 seconds, stacks 4 times.</i>
<i>Restoration / Purge</i>	24	<i>Sag/Sor</i>	<i>Cleanse a target of hostile effects. 30 Force</i>
<i>Cloud Mind</i>	30	<i>Sag/Sor</i>	<i>Lowers threat</i>
<i>Forcequake / Force Storm</i>	34	<i>Sag/Sor</i>	<i>Enemies at target location are dealt damage over time and slowed. Chance to knock down weak and standard targets. 100 Force</i>
<i>Rescue / Extraction</i>	42	<i>Sag/Sor</i>	<i>Lowers target threat and pulls the party member to you</i>
<i>Revival / Reanimation</i>	50	<i>Sag/Sor</i>	<i>Revives a friendly target, while in combat. Cannot be targeted again for 5 minutes. 30 Force</i>

Skills

The Consular has the Balance tree shared, while the Sage gets Seer and Telekinetics and the Shadow gets Kinetic Combat and Infiltration. The Inquisitor shares the Madness tree while the Sorcerer gets Corruption and Lightning while the Assassin gets Darkness and Deception.

Ability	Requirement	AC	Effect
The Force in Balance / Death Field	10 Balance / Madness	All	Deal damage to the targeted area and provide self healing from the damage. 50 Focus
Sever Force / Creeping Terror	30 Balance / Madness	All	Immobilize the target for a short period and deal high damage over time. 20 Focus
Rejuvenate / Resurgence	10 Seer / Corruption	Sag/Sor	Heal the target and provide additional healing over time. 30 Focus
Healing Trance / Innervate	20 Seer / Corruption	Sag/Sor	Heal the target and provide additional healing over during the channel duration. 40 Focus
Salvation / Revivification	30 Seer / Corruption	Sag/Sor	Heal all nearby allies and provide additional healing over time to those who stay within range. 100 Focus
Telekinetic Wave / Chain Lightning	10 Telekinetics / Lightning	Sag/Sor	Deal damage to up to 5 targets. 50 Focus
Mental Alacrity / Polarity Shift	20 Telekinetics / Lightning	Sag/Sor	Increase your Force casting speed for a short period.
Turbulence / Thundering Blast	30 Telekinetics / Lightning	Sag/Sor	Deal high damage to a target and critically hit if the target is afflicted with Weaken Mind / Affliction. 45 Force
Kinetic Ward	10 Kinetic Combat /	Sha/Ass	Create a shield that increases your shield

Ability	Requirement	AC	Effect
/ Dark Ward	Darkness		chance. 8 charges. 10 Force
Force Pull	20 Kinetic Combat / Darkness	Sha/Ass	Pull target towards you. Does not work on targets in cover.
Slow Time / Wither	30 Kinetic Combat / Darkness	Sha/Ass	Hit up to 5 targets and reduce the damage they deal for a short period. Generates high threat. 40 Force
Shadow Technique / Surging Charge	10 Infiltration / Deception	Sha/Ass	Attacks have a chance to deal additional damage. 50 Force
Low Slash	20 Infiltration / Deception	Sha/Ass	Deal damage and incapacitate the target for a short duration. Damage breaks the effect. 30 Force
Clairvoyant Strike / Voltaic Slash	30 Infiltration / Deception	Sha/Ass	Hit the target and increase the damage of your next Project / Shock. Stacks 2 times. 25 Force

Smuggler / Imperial Agent

The ranged physical classes whose focus is on damage and healing. Your paired Advanced Classes are Scoundrel (Sco) and Snipers (Sni) for damage and Gunslinger (Gun) and Operative (Ope) for healing. Their power resource is Energy, which regenerates at different rates depending on how much you have in reserve. More Energy (60% and above) and you will regenerate much faster than if you have less in reserve.

Abilities

Skill	Lv	Class	Effect
Take Cover	1	All	Roll into cover, providing ranged defense and additional skill options
Lucky Shots / Coordination	1	All	Increase target's critical chance
Flurry of Bolts / Rifle Shot	1	All	Fire your weapon for damage
Charged Burst / Snipe	1	All	Fire blasts at target. Must be in cover. 20 Energy
Explosive Probe / Sabotage Charge	1	All	Put a charge on the target that deals additional damage when they take damage. Can only be used from Cover. 20 Energy
Blaster Whip / Shiv	2	All	Strike your target with your weapon. 15 Energy
Thermal Grenade / Fragmentation Grenade	3	All	Deal damage to up to 3 enemies in the targeted area. 20 Energy
Dirty Kick / Debilitate	4	All	Deal damage and stun the target. 10 Energy
Vital Shot / Corrosive Dart	5	All	Deal damage over time. 20 Energy
Flash Grenade / Flash Bang	6	All	Blind up to 5 targets for a short duration. Damage breaks the effect. 10 Energy
Quick Shot / Overload Shot	8	All	Fire your weapon for damage. 17 Energy
Escape	9	All	Break all hostile impairment effects
Slice Droid	12	All	Incapacitate a droid for 1 minute. Damage breaks the effect.
Cool Head / Adrenaline	14	All	Recover 50 Energy over 3 seconds

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Skill	Lv	Class	Effect
Probe			
Sprint	14	All	Improved movement speed outside of combat
All In / Advance Recon	15	All	Finish the cooldown on Adrenaline Probe / Cool Head and restore 2% health every 3 seconds for 1 minute.
Distraction	18	All	Interrupt target's action and prevent that ability usage for a short time
Dodge / Evasion	24	All	Increase your dodge chance by 100% for a short time.
Cheap Shot / Eviscerate	28	All	Deals high damage to an incapacitated target.
Surrender / Countermeasures	30	All	Lower threat to all targets by a moderate amount
Defense Screen / Shield Probe	32	All	Absorb incoming damage for a short period
Headshot	34	All	Deals high damage to an incapacitated target. Shares cooldown with Cheap Shot.
XS Freighter Flyby / Orbital Strike	48	All	Deal high damage to targeted area for 9 seconds. 30 Energy
Ambush / Aimed Shot	10	Gun/Sn i	Deal moderate damage with your weapon. Only useable from Cover. 15 Energy
Crack Shot / Advanced Targeting	10	Gun/Sn i	Increase the range of your ranged attacks
Dual Wield	10	Gun	Allows the use of two blaster pistols
Weapon: Sniper Rifle	10	Sni	Allows use of Sniper Rifles
Hold Position	10	Gun/Sn	You are immune to interrupts and push back while in Cover

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Skill	Lv	Class	Effect
		<i>i</i>	
<i>Laze Target / Smuggler's Luck</i>	10	<i>Gun/Sn i</i>	<i>Increase the critical chance of your next Snipe / Charged Burst</i>
<i>Leg Shot</i>	12	<i>Gun/Sn i</i>	<i>Deal damage and immobilize the target. Damage breaks the effect. 12 Energy</i>
<i>Pulse Detonator / Cover Pulse</i>	16	<i>Gun/Sn i</i>	<i>Knock back all nearby targets and immobilize them. Damage breaks the effect.</i>
<i>Quickdraw / Takedown</i>	18	<i>Gun/Sn i</i>	<i>Deal high damage to targets under 30% health. 15 Energy</i>
<i>Hunker Down / Entrench</i>	20	<i>Gun/Sn i</i>	<i>Become immune to all controlling effects. Only useable in Cover.</i>
<i>Sweeping Gunfire / Suppressive Fire</i>	22	<i>Gun/Sn i</i>	<i>Deal damage over targeted area over the duration and hit up to 3 targets. 35 Energy</i>
<i>Flourish Shot / Shatter Shot</i>	28	<i>Gun/Sn i</i>	<i>Deal damage and reduce target's armor for a short period. 10 Energy</i>
<i>Speed Shot / Series of Shots</i>	36	<i>Gun/Sn i</i>	<i>Deal high damage over 3 seconds. Only useable in Cover. 20 Energy</i>
<i>Scrambling Field / Ballistic Shield</i>	42	<i>Gun/Sn i</i>	<i>Reduce the damage all allies take while in the field. Only useable from Cover.</i>
<i>Illegal Mods / Target Acquired</i>	50	<i>Gun/Sn i</i>	<i>Increase alacrity by 20% for a short period.</i>
<i>Back Blast / Backstab</i>	10	<i>Sco/Op e</i>	<i>Deal high damage to the target in close range. Must be behind the target. 10 Energy</i>

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Skill	Lv	Class	Effect
<i>Blasters Blazing / Skirmisher</i>	10	Sco/Op e	Increase the damage of Overload / Quick Shot
<i>Stealth</i>	10	Sco/Op e	Enter Stealth, reducing chance to be detected and movement speed. Allows additional abilities
<i>Underworld Medicine / Kolto Injection</i>	10	Sco/Op e	Heal a target. 25 Energy
<i>Upper Hand / Tactical Advantage</i>	10	Sco/Op e	Killing an opponent or using Blaster Whip increases all damage by 2% and allows use of Exploits for 20 seconds. Can have 2 charges at once.
<i>Weapon: Scattergun</i>	10	Sco	Allows use of a Scattergun
<i>Diagnostic Scan</i>	12	Sco/Op e	Heal a target over time
<i>Stim Boost / Pugnacity</i>	12	Sco/Op e	Exploit to recover 3 Energy every 3 seconds for 45 seconds.
<i>Kolto Pack / Kolto Infusion</i>	14	Sco/Op e	Exploit in order to heal a target. 20 Energy
<i>Blaster Volley / Carbine Burst</i>	16	Sco/Op e	Exploit to hit up to 5 enemies for damage. 20 Energy
<i>Tranquilizer / Sleep Dart</i>	20	Sco/Op e	Puts target to sleep for 1 minute. Damage breaks the effect. Must be in Stealth. 20 Energy
<i>Disappearing Act / Cloaking Screen</i>	22	Sco/Op e	Exit combat and enter Stealth for a short time.
<i>Sneak</i>	22	Sco/Op e	Increase your Stealth level for a short time.
<i>Lucky Dodge / Avoidance Training</i>	24	Sco/Op e	Evasion / Dodge removes hostile effects
<i>Triage / Toxin Scan</i>	24	Sco/Op e	Purge a target of 2 negative effects. 10 Energy

Skill	Lv	Class	Effect
<i>Tendon Blast / Sever Tendon</i>	26	<i>Sco/Op e</i>	<i>Damage the target and reduce their movement speed. 10 Energy</i>
<i>Shoot First / Hidden Strike</i>	36	<i>Sco/Op e</i>	<i>Deal high damage up close to a target. Must be in Stealth. 17 Energy</i>
<i>Smuggle / Infiltrate</i>	42	<i>Sco/Op e</i>	<i>Cloak your party in Stealth for a short period</i>
<i>Heartrigger Patch / Resuscitation Probe</i>	50	<i>Sco/Op e</i>	<i>Revive an ally while in combat. Target cannot be the target again for 5 minutes.</i>

Skills

The Smuggler has the Dirty Fighting tree shared, while the Scoundrel gets Sawbones and Scrapper and the Gunslinger gets Saboteur and Sharpshooter. The Imperial Agent shares the Lethality tree while the Sniper gets Engineering and Marksman and the Operative gets Concealment and Medic.

Ability	Requirement	AC	Effect
<i>Shrap Bomb / Corrosive Grenade</i>	<i>10 Dirty Fighting / Lethality</i>	<i>All</i>	<i>Inflict a bleed effect on up to 5 targets. 20 Energy</i>
<i>Wounding Shot / Weakening Blast</i>	<i>20 Dirty Fighting / Lethality</i>	<i>All</i>	<i>Deal damage and cause target to take additional damage from Bleed effects for a short duration. 30 Energy.</i>
<i>Hemorrhaging Blast / Cull</i>	<i>30 Dirty Fighting / Lethality</i>	<i>All</i>	<i>Deal damage to target and additional damage for each active bleed effect. 10 Energy</i>
<i>Shock Charge / Interrogation Probe</i>	<i>10 Saboteur / Engineering</i>	<i>Gun/Sni</i>	<i>Place a charge that deals damage over time. 25 Energy</i>

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Ability	Requirement	AC	Effect
Sabotage / EMP Discharge	20 Saboteur / Engineering	Gun/Sni	Overloads all Shock Charges / Interrogation Probes and deal damage to nearby targets. Resets cooldown on multiple skills.
Incendiary Grenade / Plasma Probe	30 Saboteur / Engineering	Gun/Sni	Deal damage over time to targeted enemies. Enemies also take additional blaster damage during the effect. 25 Energy
Diversion	10 Sharpshooter / Marksman	Gun/Sni	Reduce target's accuracy and force them from Cover.
Trickshot / Followthrough	20 Sharpshooter / Marksman	Gun/Sni	Fires a follow-up shot. Only useable within 4.5s of a Charge Burst/Snipe or Aimed Shot/Ambush. 10 Energy
Rapid Fire	30 Sharpshooter / Marksman	Gun/Sni	Finish cooldown on Speed Shot/Series of Shots and make the next cast instant.
Slow- Release Medpack / Kolto Probe	10 Sawbones / Medic	Sco/Op e	Heal the target over time. 15 Energy
Emergency Medpac / Surgical Precision	20 Sawbones / Medic	Sco/Op e	Instantly heal the target. Consumes Upper Hand/Tactical Advantage
Kolto Cloud / Recuperativ e Nanotech	30 Sawbones / Medic	Sco/Op e	Heal up to 4 targets in range of the target over a short period. 30 Energy
Sucker Punch / Laceration	10 Scrapper / Concealment	Sco/Op e	Hit the target for high damage. Requires Upper Hand / Tactical Advantage. 25 Energy.
Pyrotechnic Round / Acid Blade	30 Scrapper / Concealment	Sco/Op e	Deal high damage to target over time. Requires Upper Hand / Tactical Advantage. 17 Energy

Trooper / Bounty Hunter

The final group of physical classes, also meant to act from range, will provide damage and tanking abilities. They can wear heavy armor. The Commando (Com) and Mercenary (Mer) are meant for damage roles while Vanguard (Van) and Powertech (Pow) focus on tanking. Their power source are opposites in that Troopers use Ammo, which is depleted from actions and Bounty Hunters gain Heat, which is acquired through abilities.

Abilities

Skill	Lv	Class	Effect
Fortification / Hunter's Boon	1	All	Increase target's Endurance
Hammer Shot / Rapid Shots	1	All	Fire your weapon for damage
Explosive Round / Missile Blast	1	All	Deal damage to target and additional damage to nearby targets. Can knock down weak and standard enemies. 3 Ammo / 25 Heat
Recharge Cells / Vent Heat	1	All	Recharge 6 Ammo or remove 50 Heat over 3 seconds
Shockstrike / Rocket Punch	2	All	Deal high damage to a nearby target. 2 Ammo
Full Auto / Unload	3	All	Deal damage over 3 seconds. Weak and standard enemies are stunned for the duration. 2 Ammo / 16 Heat
Plasma Cell / Combustible Gas Cylinder	4	All	Chance that all blaster attacks deal additional damage over time.
Sticky Grenade / Explosive Dart	5	All	Deal damage after a short period. Weak and standard enemies are panicked for the duration and knocked down after the damage. Deals damage to an area around the target, up to 3 enemies. 2 Ammo / 16 Heat

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Skill	Lv	Class	Effect
High Impact Bolt / Rail Shot	6	All	Fire a high damage shot to incapacitated targets and targets taking damage over time. 2 Ammo / 16 Heat
Pulse Cannon / Flame Thrower	8	All	Deal damage to an area in front of you for 3 seconds. 3 Ammo / 25 Heat
Tenacity / Determination	9	All	Remove all incapacitating effects
Mortar Volley / Death from Above	10	All	Deal damage to an area over 3 seconds and knocking down weak and standard enemies. 3 Ammo / 25 Heat
Cryo Grenade / Electro Dart	12	All	Stun a target for a short period. 1 Ammo / 8 Heat
Armor Piercing Cell / High Velocity Gas Cylinder	12	All	Increases armor penetration of your attacks
Reactive Shield / Energy Shield	14	All	Reduces all damage taken for a short period
Sprint	14	All	Increase movement speed outside of combat
No Retreat / On the Trail	15	All	Finish cooldown on Cryo Grenade / Electro Dart and heals 2% of health every 3 seconds for 1 minute
Adrenaline Rush / Kolto Overload	32	All	Increase maximum health for a short period
Blitz / Shoulder Slam	34	All	Hit a close range target for high damage to an incapacitated target.
Stealth Scan	36	All	Scan the area for stealthed targets
Reserve Powercell / Thermal Sensor Override	42	All	Next ability generates no Heat.

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Skill	Lv	Class	Effect
Dual Wield	10	Mer	Allows use of two weapons at once
Armor: Power Generator	10	Com	Allow use of Power Generators
Weapon: Assault Cannon	10	Com	Allow use of Assault Cannons
Medical Probe / Rapid Scan	10	Mer/Com	Heals the target. 3 Ammo / 25 Heat
Charged Bolts / Power Shot	10	Mer/Com	Fires a charged blast at the target. Requires assault cannon / 2 blasters. 3 Ammo / 25 Heat
Hail of Bolts / Sweeping Blasters	12	Mer/Com	Deal damage to an area over 3 seconds, hitting up to 5 targets. Weak and standard enemies are knocked down. Requires assault cannon / 2 blasters. 4 Ammo / 33 Heat
Armor-piercing Cell / High Velocity Gas Cylinder	12	Mer/Com	Armor penetration increased by 35%. only 1 type of ammo can be active at a time.
Concussion Charge / Jet Boost	14	Mer/Com	Hit 5 nearby enemies for damage and knock back as well as slow their movement speed for a short duration. 2 Ammo / 16 Heat
Combat Support Cell / Combat Support Cylinder	14	Mer/Com	When active, Hammer Shot / Rapid Shot increase damage and healing up to 3% at 30 charges. Hammer shot / Rapid Shot will also heal friendly targets
Advanced Medical Probe / Healing Scan	16	Mer/Com	Heal a target for moderate damage. 2 Ammo / 16 Heat
Plasma Grenade / Fusion Missile	18	Mer/Com	Deal damage to up to 3 targets and additional damage over time. Weak and standard enemies are panicked for the duration. 4 Ammo / 33 Heat
Concussive Round / Concussion	22	Mer/Com	Incapacitate the target for 1 minute. Damage breaks the effect. 1 Ammo / 8 Heat

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Skill	Lv	Class	Effect
Missile			
Field Aid / Cure	24	Mer/Com	Purge the target of 2 hostile effects. 2 Ammo / 16 Heat
Diversion / Chaff Flare	30	Mer/Com	Reduce threat to all targets
Tech Override / Power Surge	50	Mer/Com	The next ability with an activation time will be instant
Armor: Power Generator	10	Van/Power	Allows use of Power Generators
Armor: Shield Generator	10	Van/Power	Allows use of Shield Generators
Ion Pulse / Flame Burst	10	Van/Power	Deal damage to the target. 2 Ammo / 16 Heat
Guard	14	Van/Power	Guard a nearby target reducing the damage they take and the threat they generate. A portion of the damage they take is transferred to you. Requires Ion Cell / Ion Gas Cylinder
Ion Cell / Ion Gas Cylinder	14	Van/Power	Gives a chance for ranged attacks to deal additional damage, increases your threat generation, your armor, decreases damage taken and increases shield use.
Neural Jolt / Neural Dart	16	Van/Power	Taunt a target for a short period. Damage dealt to other targets than you during this time deal less damage.
Riot Strike / Quell	18	Van/Power	Interrupt the target and prevent that ability use for a short period. 1 Ammo / 8 Heat
Harpoon / Grapple	22	Van/Power	Pull the target to you and generate a high amount of threat. Cannot target someone in Cover.
Explosive Surge / Flame Sweep	24	Van/Power	Deal damage to up to 3 enemies. 2 Ammo / 16 Heat
Sonic Round / Sonic Missile	30	Van/Power	Taunts nearby enemies to attack you for a short period
Neural Surge /	46	Van/Power	Stun up to 3 nearby enemies for a short period. 1 Ammo / 8

Skill	Lv	Class	Effect
Carbonize		w	Heat
Battle Focus / Explosive Fuel	50	Van/Pow	Increase your critical chance for a short period

Skills

The Trooper has the Assault Specialist tree shared, while the Mercenary gets Combat Medic and Gunnery and the Vanguard gets Shield Specialist and Tactics. The Bounty Hunter shares the Firebug tree shared, while the Mercenary gets Arsenal and Bodyguard and the Powertech gets Advanced Prototype and Shield Tech

Ability	Requirement	AC	Effect
Incendiary Round / Incendiary Missile	10 Assault Specialist / Firebug	All	Deal damage over time to target. 3 Ammo
Assault Plastique / Thermal Detonator	30 Assault Specialist / Firebug	All	Deal high damage after the duration has elapsed. Weak and standard enemies are panicked for the duration and knocked down from the effect. 2 Ammo
Supercharged Cells / Supercharged Gas	5 Combat Medic / Bodyguard	Com/Mer	Converts 30 charges of Combat Support to restore 2 Ammo / 16 Heat and increase healing by 10% for 10 seconds. While active Charged Bolts / Power Shot costs less, Full Auto / Unload costs less, Medical Probe / Healing Scan has no cooldown and Kolto Bomb / Kolto Missile shields the group
Kolto Bomb / Kolto Missile	10 Combat Medic / Bodyguard	Com/Mer	Heal up to 3 targets in the targeted area. 2 Ammo / 16 Heat
Trauma Probe / Kolto Shell	20 Combat Medic / Bodyguard	Com/Mer	Shield the target so that when they take damage, they receive automatic healing.
Bacta Infusion /	30 Combat Medic / Bodyguard	Com/Mer	Instantly heal a target.

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Ability	Requirement	AC	Effect
<i>Emergency Scan</i>			
<i>Grav Round / Tracer Missile</i>	10 Gunnery / Arsenal	Com/Mer	Deal damage and lower the target's armor for a short duration. Can stack. 3 Ammo / 25 Heat
<i>Demolition Round / Heatseeker Missiles</i>	30 Gunnery / Arsenal	Com/Mer	Deal damage to target. Damage increased if Gravity Vortex / Heat Signature is present. 2 Ammo / 16 Heat
<i>Smoke Grenade / Oil Slick</i>	10 Shield Specialist / Shield Tech	Van/Pow	Lowers targeted enemy accuracy for 18 seconds. 1 Ammo / 8 Heat
<i>Storm / Jet Charge</i>	20 Shield Specialist / Shield Tech	Van/Pow	Jump to target, interrupting their ability, dealing damage and immobilizing them for a short duration. Cannot be used on Cover.
<i>Energy Blast / Heat Blast</i>	30 Shield Specialist / Shield Tech	Van/Pow	Fire for moderate damage and regain 1 Ammo / lose 8 Heat
<i>Gut / Retractable Blade</i>	10 Tactics / Advanced Prototype	Van/Pow	Deal damage and additional damage over time. 2 Ammo / 16 Heat
<i>Hold the Line / Hydraulic Overrides</i>	20 Tactics / Advanced Prototype	Van/Pow	Grant immunity to movement impairment and increase movement speed for a short duration.
<i>Fire Pulse / Immolate</i>	30 Tactics / Advanced Prototype	Van/Pow	Deal high damage to the target. 1 Ammo / 8 Heat

MECHANICS

As combat is one of the primary activities in TOR, there are underlying mechanics that need to be understood in order to get the best chance of success. In the most basic format, there are your core statistics but as you delve deeper, you realize that there are combat statistics and formulas that have a drastic impact on your performance.

This section's goal is to provide enough detail on these mechanics so that you understand why doing one activity might be better than another while trying to avoid complicated maths that only provide minimal gain.

Statistics

Each character has the same core statistics, yet differing amounts of each. Strength is about melee power, Presence impacts your companion, Aim affects ranged abilities, Cunning is for technical abilities, Endurance your hit points and Willpower your Force abilities. Each class has a preferred statistic and you'll see this clearly based on the gear you acquire in your travels. Even though it might seem counter intuitive to equip Willpower on a melee Jedi Consular (Shadow), it is actually preferred over Strength.

- Strength - Knight / Warrior
- Willpower - Consular / Inquisitor
- Cunning - Smuggler / Imperial Agent
- Aim - Trooper / Bounty Hunter

Each point into these 4 main stats gives 0.2 Damage and 0.02 Critical chance in their respective field. Endurance will provide 10 hit points per point. Presence is a little different in that it gives your companion 5 hit points, 0.2 damage and 0.16 healing ability.

Thankfully, these stats are fairly simple to remember and work pretty much the same across all classes, just remember to equip the proper stat for your class!

Combat Stats

This section gets a bit more complicated, since the stats differ under varying circumstances and not readily available until your later levels, when they really start to make a difference.

First off, we'll look at offensive combat stats. Power is a stat that works for all classes in the same way, each point gives 0.2 damage. Accuracy increases your chance of hitting the target, which is very important for dual wielding classes that have a higher hit penalty. Critical Rating increases your chance to critically hit with an attack and you gain 0.11 per point. Surge is the final combat stat that increases the actual value of your critical hit. Finally we have Alacrity, which works to decrease your casting speed. You won't find much on any gear until you're level 30 though.

Defensive stats are ones meant to make you survive. High armor is better as it absorbs more damage and it works on a logarithmic scale, where there are reduced benefits the more you have. Still, for the time being the more armor you have, the better off you'll be taking damage. You can Parry melee attacks, Deflect ranged attacks and resist Force and Tech attacks. Each of these has their own defensive stat.

Reference Table

Stat	Effect
<i>Strength</i>	0.2 Melee Damage 0.17 Healing Bonus 0.02 Melee Critical Chance
<i>Presence</i>	5 Companion Hit Points 0.2 Companion Damage 0.14 Companion Healing
<i>Aim</i>	0.2 Ranged Damage

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Stat	Effect
	0.17 Healing Bonus 0.02 Ranged Critical Chance
Cunning	0.2 Tech Damage 0.17 Healing Bonus 0.02 Tech Critical Damage
Endurance	10 Hit Points
Willpower	0.2 Force Damage 0.17 Healing Bonus 0.02 Force Critical Chance
Power	0.23 Damage 0.17 Healing
Accuracy	0.036 chance to hit
Critical	0.043 Critical Chance
Surge	0.2 Critical Multiplier
Alacrity	0.036 % Increase
Defense	0.036 Defense Chance
Shield	0.01 Shield Chance
Expertise	0.028% reduced damage - max 9% total

Combat Basics

Aside from the numbers above, there are some basic elements that need to be understood as to how combat and abilities function in-game. If you have past MMO experience, likely you have theories as to how the game should work. Hopefully this section sheds some light on it.

Attacks are done with two rolls, the first of which determines if the strike hits, misses, is dodged or is parried/reflected. The second roll determines if a hit is a shield, crit or normal attack. Important to note that crit takes priority over shields and shields over hit (Crit > Shield > Hit). This means that if your crit is high enough, the enemy will not be able to shield. Dodged and Parried/Reflected attacks deal no damage while Shielded attacks are absorbed based on your shield rating. Enemies seem to have a base 10% defense chance.

Off-hand damage does not include bonuses and will do less damage than the main hand attack.

Armor works against Kinetic and Energy damage but not Elemental or Internal – with a 75% cap.

Basic (abilities with no cost) accuracy is 90% for main hand and 57% for off-hand attacks. Special attacks have a base of 100% for main hand and 67% for off-hand. If your accuracy rating is above 100%, then you will reduce the defense chance of the target. This gives a cap of 110% on most enemies.

Threat appears to be stolen at 110% in melee range and 130% at range. Healing awards 50% threat of the damage healed, so overhealing does not generate more threat. Threat modifiers seem to add 50% threat.

DoT attacks do not deal damage immediately, unless the ability expressly states that it does. For example, Affliction will not deal immediate damage but Crushing Darkness will. DoTs do not interrupt any action but capture points in PvP. You can channel with no impact if you have multiple DoTs on you. DoTs clip, meaning that if you re-apply the ability on an enemy, the timer resets based on the new cast – it does not increase the existing duration.

Stat boosts are additive, most specifically Surge and Crit damage. If you have a skill that adds Critical Strike damage – such as Flame Surge – add it to your current Surge value. A surge rating of 0 gives a critical bonus damage of 50%.

The Global Cooldown for all abilities is set at 1.5 seconds. You can queue abilities with a default of 0.5s, up to 5 seconds, as set in your options. This allows you to “pre-cast” an ability to ensure maximum damage – for example clicking at 1.3 seconds of the GCD will ensure the ability is executed at 1.5 seconds. If you were to set the queue to 0, you would have to repeatedly click the ability to ensure it activated precisely at 1.5 seconds. Alacrity reduces activation time and channeling time. If alacrity reduces the activation time of an ability below the GCD of 1.5s, then the GCD is also reduced. For example, Charged Bolts has a 1.5s activation time. If your alacrity brought the activation time to 1.3 seconds, the GCD would also drop to 1.3 seconds. This does **not** apply to instant abilities. Alacrity does not increase channel damage, it simply decreases the tick duration and therefore, overall duration. Alacrity therefore has little value for classes with multiple instant abilities (tanks) and great benefit to classes with activation times and channeling times (ranged damage).

Class Stats

At this point we can start looking at the stats that are appropriate for a given class, or more specifically role within an advanced class. As you level you'll notice that one of your stats is naturally higher than the others – this is normal due to the itemization in the game.

- Knight / Warrior – Strength
- Consular / Inquisitor – Wisdom
- Smuggler / Imperial Agent – Cunning
- Trooper / Bounty Hunter – Aim

Secondary stat value varies depending on a few factors. Power and Crit are a benefit to everyone, especially those with high damage coefficients (long duration or long activation). Surge increases in value depending on your crit chance. It is better to focus on increasing your crit rate to about 30% before you start putting a lot of value into Surge. Alacrity has reduced value for tanks and melee characters and increased value for ranged attackers and healers due to the latter two having many abilities with activation times. Defensive stats (defense, armor, endurance, shield) are only of value to tanks. Finally Accuracy provides a direct benefit up until 110% chance to hit as enemies have a base 10% defense chance. Therefore the cap for Accuracy is 110%.

More specifically, you are like to find value on the following stats. There will be variances within given skill trees but you can use this as a general guideline. **Note:** Classes with only 1 weapon have a default accuracy rating of 100% on special attacks (those that consume resources). Classes with special attacks that hit with the off-hand (2 blasters or 2 lightsabers) have a base accuracy of 67% for the off-hand. Since the off-hand attack does less damage than the main-hand attack, there is no immediate need to focus on raising this to 110%.

Advanced Class	Role	Priority
Guardian / Juggernaut	Damage	Strength, Accuracy (until cap), Power, Crit, Surge
	Tank	Strength, Accuracy (until cap)Endurance, Defense, Armor
Sentinel / Marauder	Damage	Strength, Accuracy (until cap), Power, Crit, Surge
Sage / Sorcerer	Healer	Willpower, Power, Alacrity, Crit. Surge
	Damage	Willpower, Accuracy (until cap), Power, Crit, Surge
Shadow / Assassin	Tank	Willpower, Accuracy (until cap), Endurance, Defense, Shield
	Damage	Willpower, Accuracy (until cap), Power, Surge, Crit
Gunslinger / Sniper	Damage	Cunning, Accuracy (until cap), Power, Crit, Surge
Scoundrel / Operative	Healer	Cunning, Power, Alacrity, Crit, Surge

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Advanced Class	Role	Priority
	Damage	Cunning, Accuracy (until cap), Crit, Surge, Power
Commando / Mercenary	Healer	Aim, Power, Alacrity, Crit, Surge
	Damage	Aim, Accuracy (until cap), Crit, Power. Surge
Vanguard / Powertech	Tank	Aim, Accuracy (until cap), Endurance, Defense, Shield
	Damage	Aim, Accuracy (until cap), Crit, Power. Surge

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EQUIPMENT

SWTOR is a game that's run by numbers and a large source of those numbers will come from your equipment. At level 50, a fully equipped player should increase their damage or healing output by 75% or more with readily available equipment compared to someone without anything at all. This is far from negligible and since many of the higher level equipment comes with customization slots, you can tailor the pieces to fit your needs.

Basics

First, the basics of equipment. Every player has 7 main armor slots; Chest, Hands, Head, Feet, Legs, Waist and Wrists. You'll also be able to equip 2 Implants, 1 Ear Piece and 2 Relics, though you won't find many until your 20s. Finally you can equip various weapons, shields and focii, depending on your Advanced Class. As mentioned in the Crew Skills section, each of these can have an Augment slot for some extra stat boosts though only armor and weapons can contain actual crafted mods (hilts, enhancements, etc...). The

really nice thing about the mod system is that you can customize your gear to suit your needs and still keep the look. If you want to stack Power and Crit, you can swap out all your existing mods for those ones, without too much hassle. You can even keep the existing mods by dragging them out of the items, though this comes with a fee, proportional to the level and quality of the mod.

Next we have item quality. Grey items are called Cheap and are meant to be sold to vendors. Your active companion can be sent to do this from the companions menu and they will return after a minute with the resulting credits. White items are standard and are basic items like medpacs that don't come with any stats. Green items are premium and this covers 90% of the items that you'll want to use in the game, such as stims, armor, weapons and mods. Blue items are prototype level and a lot rarer than premium items. You'll be able to purchase items of this quality from special vendors on planets or by reverse engineering a crew skill schematic. Purple items are artifact level and have drastically improved stats when compared to the prototype level. You won't be able to purchase these items directly, though you may trade some items for them instead. You also have a random chance of finding one in a purple crate or on a hard flashpoint

or normal operation. Orange, or legendary items, are essentially unique items that typically come with 4 empty mod slots. At maximum level, for maximum power, you are aiming for full artifact (purple) quality items.

Commendations

Each planet comes with their own commendations, a unique credit system that allows you to trade for powerful gear and mods. Typically, these items will be huge improvements over what you would normally find on a given planet though they are on-par with the quality of items found in regular flashpoints. From levels 1 to 49, you'll collect commendations and carry them with you to the next planet. Sadly, you can't use them on any planet but their own (Nar Shaddaa on Nar Shaddaa only).

You can acquire these commendations randomly from enemy kills or from quest rewards and purchasing items costs between 2 and 24 commendations. Since the commendation vendors are located near the planet spaceports, you'll walk by them when you land on a new planet. Take a look at the vendors and keep note of what items you'd like to purchase. This will allow you to plan when to select a commendation as a quest reward and when to take

another path. It can be annoying to realize too late that you needed 15 commendations for an item and you only have 14. Likewise, it can be a waste of possible credits if you have 16 when you only needed 15. If you have multiples of 2 left over when you're ready to leave a planet, purchase some cheap mods and sell them back to the vendors for some easy credits.

Once you reach level 50 you can participate in hard flashpoints and operations, which come in normal, hard and nightmare difficulty. Killing bosses in these and completing the entire area will reward you with additional commendations, specifically Tionese commendations for hard flashpoints and normal operations and Columi commendations for hard and nightmare operations. Each of these can be traded in with their accompanying crystals (also found in the same areas) for some upgrades. You won't see any crystals drop unless you are in Hard Mode flashpoints or operations, so it might come as a surprise to see a new currency even if you've been level 50 for a while.

In addition to commendations you can find tokens that can be traded in on a 1 for 1 basis for items. The Columi tokens all have an “unassembled columi” prefix and the Rakata level items start with “unassembled rakata” prefix.

High Level Gear

There are currently 3 tiers of high level gear available for players through a combination of commendations and schematics. Each tier has a unified look and name works across all tiers, which makes it easy to figure out what items you should be using in your role in your Advanced Class. The following table let's you know which one is likely the best choice for your role, based on your advanced class.

Advanced Class	Role	Names
Guardian / Juggernaut	Tank	War Leader
	Damage	Vindicator
Sentinel / Marauder	Damage	Weaponmaster
Sage / Sorcerer	Healer	Force Mystic
	Damage	Force Master
Shadow / Assassin	Tank	Survivor
	Damage	Stalker
Gunslinger / Sniper	Damage	Enforcer
Scoundrel / Operative	Healer	Field Medic
	Damage	Enforcer
Commando / Mercenary	Healer	Combat Medic
	Damage	Eliminator
Vanguard / Powertech	Tank	Supercommando
	Damage	Eliminator

For the first tier of items, in terms of availability, you can exchange the following commendation and crystal items for Tionese quality items:

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- Off-hand items: 24 commendations and 37 crystals
- Boots and Gloves: 32 commendations and 51 crystals
- Chest, Head and Legs: 39 commendations and 62 crystals
- Main hand weapons: 72 commendations and 113 crystals

The next tier is Columi and you can trade commendations or tokens with the “unassembled columi” prefix for the following:

- Boots and Gloves: 56 commendations
- Chest, Head and Legs: 67 commendations

The next tier, Rakata, can only be exchanged with tokens. These are all called “unassembled rakata” and drop from operations.

DATACRONS

Spread across the various planets in the galaxy are Datacrons. They are unique and once you find one, it will either bestow a permanent bonus to your main stats or reward you with a maxtrix shard. These matrix shards can be combined to create a Matrix Cube. You can equip these cubes in your Relic slot for some extra stat gain but you can only equip one at a time.

Locations

The following table will give you the coordinates for each datacron. Some will require you to kill an elite while others will require some fancy jumping to reach. None are easy to acquire so it's not a bad idea to wait until you're level 50 to return and collect them. Also important, some datacron stat rewards will provide no benefit to you. For example, if you're a Sith Inquisitor, then a bonus to Aim gives no benefit. Collect the datacrons at that point is simply for completion's sake.

The locations are given with X and Y coordinates. You can find these on your map by hovering your mouse. The factions are either (R)epublic or (E)mpire.

Planet	Location (X,Y)	Reward	notes
Tython	-33,-102	4 End	In cave on mountain, access -28, 22
	-648,-72	4 Will	Up rubble and tower from Ruins of Kaleth
	-93, 925	Blue Matrix Shard	South of Forge Remnants
Korriban	529, 65	4 Will	On plateau near shuttle
	150, 78	4 End	Near shuttle you leave with
	-55, 379	Red Matrix Shard	In Tomb of Tulak Hord

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Planet	Location (X,Y)	Reward	notes
<i>Ord Mantell</i>	-971, 201	4 Pres	West of volcano on beach
	-660, -561	4 Aim	On hill on Savrip island
	778, 133	Red Matrix Shard	Northeast of Falks Reach speeder
<i>Hutta</i>	497, -13	4 Pres	Run on pipe to island
	-96, 861	4 Aim	Climb nearby pipe and jump down
	-22, 319	Blue Matrix Shard	Sewer Maintenance Tunnels with Elite guard
<i>Coruscant</i>	2319, 472	4 Pres	
	-3729, 161	4 End	On crates by digger near Sienna Sun cantina
	-3087, 3030	4 Str	Jump from second level by the pillar
	1021, 3967	4 Cun	Run on pipes in Justicar area
	905, 4557	Yellow Matrix Shard	In Works, climb at 1177, 4419 and follow pipes
<i>Dromund Kaas</i>	581, 798	4 Pres	Southwest of starport
	-793, 1450	4 End	Behind Lord Grathan's Estate
	855, 643	4 Str	Shuttle bay D-61, on boxes
	-1219, 209	4 Cun	Need to jump on rock from above
	-187, 1738	Yellow Matrix Shard	On top of waterfall, follow nearby path
<i>Balmorra</i>	1059, 1039	Green Matrix Shard	
	1850, 111	4 Cun	(E) In Balmorran Arms Factory
	-505, 1989	Green Matrix Shard	(E) in Neebray Warehouse

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Planet	Location (X,Y)	Reward	notes
	-781, 2067	10 Wil	(R) Gorinth Canyon, take bridges and jump down
	-211, -293	10 Cun	(R) Colicoid Queen's nest chamber on left
	-1019, 1514	4 Aim (E) 10 Aim (R)	Okara Droid Factory, lift to assembly line
	192, -343	4 Will (E) 10 End (R)	Need Lost Cylinder Code from vendor at 670, 38
	727, 2033	4 Str (E) 10 Pres (R)	South of bridge south of Sundari Outpost
Nar Shaddaa	1943, 2481	6 Str	(E) Fall to taxi below Network Access Taxi
	2930, 397	6 Pres	(E) Lots of jumping, starting at 1616, 2676
	-3700, -1692	6 Aim	(E) Ride floating Kiosk to get there, jump from -3785, -1681
	2192, 3068	6 Str	(R) Across beams fin Shadow Town
	-3364, -3312	6 Aim	(R) Climb boxes, walk on wire to pole
	3341, -3291	6 Pres	(R) In group area in Red Light Sector, take elevator
	1931, 3314	6 Cun	High Security area, jump crates to get into incinerator room. Use console to enter Ventilation 3918, Hydro 3782 or Incinerator 3827. Use Game Machine for next datacron
	1702, 3084	Yellow Matrix Shard	Network Security Room before Transit bridge, jump boxes and use Game Machine
Tatooine	-720, 3912	6 Cun	(E) On rooftop, start at -1005, 3887

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Planet	Location (X,Y)	Reward	notes
	959, -2885	6 Cun	(R) Above Underworld Trading trainer, access from outside city
	625, 202	6 Will	Jump from ledge at 856, 294 to enter cave
	-2071, 755	6 Aim	On wing of crashed ship.
	-3841, -600	6 Str	Side of Sandcrawler
	-3850, -600	Blue Matrix Shard	On top of Sandcrawler, take balloon from -3158, 783
Alderaan	2721, 2494	6 End	Enter cave at 2374, 2450 and blast wall
	2191, -2018	10 Str	On the dam, jump from 2240, -2026 and use Magnetic Stabilizer item
	1105, 80	10 Aim	On island from trolly at 1090, -7
	-2507, -425	6 Will	Castle Panteer on main floor up staircase
	-162, -336	6 Pres	On big rock holding bridge
Taris	-1513, -255	6 End (E) 4 Str (R)	Walk from ledge at -1367, -208
	-643, 1606	10 Cun (E) 4 Cun (R)	Enter Pirate Cave at -768, 1191 and take elevator to mine. Jump on bulldozer and boxes
	1047, 454	10 Aim (E) Green Matrix Shard (R)	On beam east of Forward Camp
	1187, -574	10 Pres (E) 4 Aim (R)	Enter Transport Station at 390, 3 and take left turn
	442, -772	10 Will (E) 4 Will (R)	Walk on beams from 359, -901

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Planet	Location (X,Y)	Reward	notes
<i>Quesh</i>	207, 769	10 End	Near sewer pipe with bars
	426, -130	10 Cun	Northwest of Republic Operational Headquarters
	558, 1422	10 Str	On hill, near three families
<i>Hoth</i>	3143, 471	10 Cun	Second floor of Star of Coruscant, start at 3248, 493 and use boxes
	1041, -1245	10 Pres	North of Frostwake, use ledge at 1145, -995
	2837, -374	10 End	Jump from 2607, -844 to ice bridge and follow path
		10 Str	
<i>Belsavis</i>	-735, 1702	Red Matrix Shard	Highmount Ridge area
	-2354, -2319	10 Aim	Across lava pit, near laser bridge
	-2073, 377	10 Will	Follow path from -2399, 391
	-3484, -867	10 Pres	Start at -3705, -562 and enter cave on right side
	-2562, -839	10 End	Start at -2475, -775 and climb rocks to cave
	-1906, -2562	Green Matrix Shard	In tomb area, requires group of people to contain Rakata Cubes
<i>Voss</i>		10 Str	
		10 End	Shrine of Healing, click crystal in corner
		10 Cun	
	-29, 371	10 Wil	Follow path from -432, 179 and enter cave
	2000, -940	10 Pres	On island with Voss Mystics, click meditation tablet

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Planet	Location (X,Y)	Reward	notes
Corellia		10 Str	Jump on shuttle under crane from canopy
		10 Will	Blastfield Shipyard, run on side of building and jump on beam heading east
		10 Cun	Labor Valley, climb debris to flaming pipe
		10 Pres	
		10 Aim	
		Blue Matrix Shard	
		Green Matrix Shard	
Illum		10 End	Middle of map has a pit with fork, go right
		10 Will	
		10 Aim	
		Red Matrix Shard	Above Republic bunker, in tent
		Yellow Matrix Shard	West of Imperial camp, in house

Matrix Cubes

Once you've collected at least 3 shards, you can create a matrix cube. You need to visit your capital planet, specifically the Ancient Assembly on Dromund Kaas and Lost Assembly Vault on Coruscant. You'll need a Reconfigured Disassembler Core on Tatooine in order to power the cube.

The colors are (R)ed, (Y)ellow, (G)reen and (B)lue. The order doesn't matter, just the amount. For example, RYY could be YRY or YYR just as well.

Level	Colors	Effect
15	R, B, Y	11 Str, 15 End
	B, Y, G	8 Str, 18 End
	R, B, G	15 Aim, 11 End
	R, Y, G	11 Will, 15 End
24	R, Y, Y	23 Str, 16 End, 5 Crit
	B, Y, Y	11 Aim, 23 End, 9 Def
	G, Y, Y	22 End, 17 Cun, 6 Crit
	R, B, B	23 Will, 16 End, 5 Crit
	Y, B, B	11 Str, 24 End, 9 Def
	G, B, B	17 Aim, 22 End, 6 Crit
32	Y, R, R	14 Str, 33 End, 8 Acc, 10 Def
	B, R, R	29 Will, 22 End, 14 Crit
	G, R, R	23 Aim, 26 End, 16 Pow
	R, G, G	26 End, 23 Cun, 16 Crit
	Y, G, G	14 Str, 33 End, 8 Acc, 10 Def

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Level	Colors	Effect
	B, G, G	14 Aim, 33 End, 8 Shield, 10 Def
50 (Force Users)	Y, Y, Y	24 Str, 62 End, 26 Def, 24 Surge
	G, G, G	50 Str, 43 End, 18 Crit, 26 Surge
	R, R, R	50 Will, 43 End, 18 Crit, 26 Surge
	B, B, B	50 Aim, 43 End, 26 Acc, 18 Crit
50 (Tech Users)	Y, Y, Y	24 Aim, 62 End, 24 Acc, 26 Def
	G, G, G	50 Str, 43 End, 18 Crit, 26 Surge
	R, R, R	52 End, 43 Cun, 18 Crit, 24 Surge
	B, B, B	50 Aim, 43 End, 26 Acc, 18 Crit

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CREW SKILLS

Trade is one of the key ways to make money in TOR and having an understanding of how they all interact with each other is key to maximizing profit. Interestingly, you only need a level 10 character with a companion to pick up and master any trade, though the best recipes will only be found by heading out into the wilds.

All Crew Skills can be performed by your companion, though this sends them away from you while out in the wild – if you select your active one. After the period has elapsed, either they have succeeded or failed and you get the results. Green missions are easy while red ones are hard.

Trades are broken down into 3 types. Gathering which you and your companion can do out in the wild. Crafting is limited to your companions and will create consumable items for other players. Missions will let you collect rarer materials for some of the more complicated crafting recipes. You can select any combination of three crew skills but only 1 of them can be crafting.

Trainers are located on capital planets, fleet stations and near spaceports on other planets. Gathering and Mission trainers only need to be visited once in order to acquire the skill. Crafting trainers should be visited every 20 skill points in order to learn new recipes.

The earliest you can train Crew Skills is just after you leave your starting planet and land on your Fleet Station.

Gathering

There are 4 types of gathering skills, and each provides items for crafting skills. You will find nodes to gather in the wild, be it from dead enemies or from rocks in the ground. You can also send your companions on missions to gather items, which is a good option if you only need a few items and they are on another planet. Thankfully, you can select the mission level of the gather, which will ensure that you get the appropriate level materials as a result.

- Archaeology provides crystals that can be used in Artificing and Synthweaving. They can also collect Finds that contain recipes.
- Bioanalysis gives you genetic materials to create items in Biochem. There are multiple types of materials so make sure you're collecting the ones you actually need.
- Scavenging collects parts from various piles of junk and provides compounds, metals and alloys used in Armormech, Armstech and Cybertech.
- Slicing allows you to open lockboxes and credits and rare recipes. Interestingly, they can also find objects that provide challenges, a sort of mini quest with some unique rewards.

Missions

Missions are somewhat unique in that you send your companion away for a period of time and they come back with a particular item that works only for a small subset of crafting skills and you cannot acquire the items from missions in the wild. Each mission skill can collect for a wide variety of crafting but only a small amount of those items are actually useful for any given one. If you were to focus entirely on mission skills, technically you could supply rare components for every crafting skill.

Typically you will only require items from mission for blue or better recipes, so you likely won't have any need for Missions while leveling. Still, doing it while you are leveling will ensure that you have the appropriate skill level to make level 50 blue and above recipes. Alternatively, you can just buy the materials from the GTN.

All Missions can provide you with gifts for your companions to raise their affection rating.

- Underworld Trading provides materials for Artificing implants, Armormech heavy armor, Cybertech modulators and Synthweaving heavy armor.
- Treasure Hunting gives gems for Artificing, Armstech and Cybertech.
- Investigation provides materials for medium armor and recipes for all crafts.
- Diplomacy lets you gain Light or Dark side points as well as rare materials for light armor in Synthweaving.

Crafting

These skills all allow you to create something from the materials gathered from gathering or missions. You can either use the items yourself or sell them to other players for some potential profit. Items are listed in your menu based on their level and therefore difficulty. Crafting an orange level difficulty item will typically reward you with 2 skill points. Yellow will give 1-2 points and green can be 0 or 1.

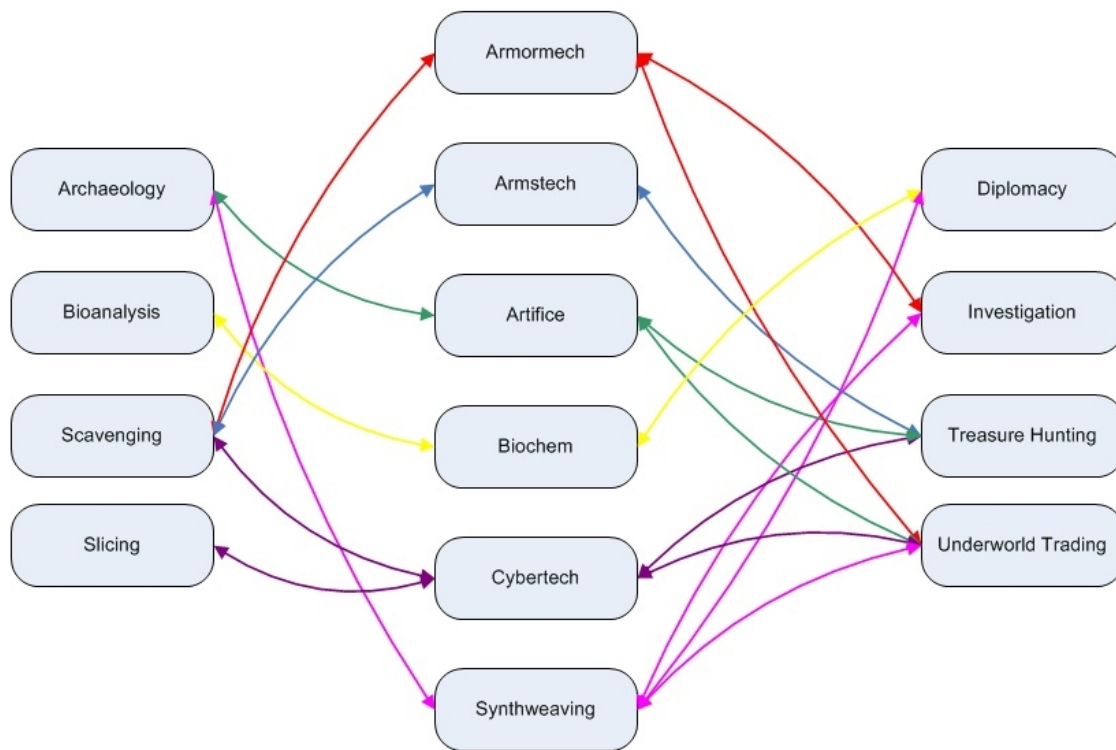
Since you get new recipes every 20 skill points, that comes out to 10 orange level crafted items. You can queue up to 5 items per companion, so once you have 2 of them and you're in town, you can easily send them away to craft everything you need in order to get new recipes. If you're short on materials, you can always reverse engineer the crafted items in order to get some of their basic components back.

Each crafting skill gets their best recipes from hard flashpoints and from operations. You can still make some pretty amazing gear just by reverse engineering trainer taught items but the absolute best will require you to venture into some tough areas and collect the recipes.

- *Biochem creates stims that provide temporary bonuses, health packs to heal you and implants to boost your stats permanently.*
- *Artifice creates modifications for Lightsabers and armor as well as focii (off-hand items) for Force users.*
- *Cybertech allows you to create droid armor, earpieces, armor enhancements, tech generators and feet and wrist items for non-Force users.*
- *Armstech creates blasters and their modifications.*
- *Synthweaving allows the creation of armor pieces for Force users.*
- *Armormech allows the creation of armor pieces for non-Force users.*

Dependencies

That's a lot to take in and truth be told, it's not the simplest of mechanics. When one crew skill links with 2-3 others, it can get complicated to figure out which ones you should be taking. Here's a quick picture of how they all link together.



There are two main things to remember here. First, the division between Force and non-Force users. Force users have zero use for Armormech or Armstech and very little of Cybertech. Non-Force users have no need of Artifice or Synthweaving. The second division comes from armor type - light, medium or heavy. This is determined by your advanced class. The following table will try to explain the best choices, based on crafting skill and advanced class.

Craft	Gathering	AC	Mission
Armormech	Scavenging	Scoundrel Gunslinger Commando Operative Sniper Mercenary	Investigation

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Craft	Gathering	AC	Mission
		<i>Powertech Vanguard</i>	<i>Underworld Trading</i>
<i>Armstech</i>	<i>Scavenging</i>	<i>Non-Force</i>	<i>Treasure Hunting</i>
<i>Artifice</i>	<i>Archaeology</i>	<i>Force</i>	<i>Treasure Hunting</i>
<i>Biochem</i>	<i>Bioanalysis</i>	<i>All</i>	<i>Diplomacy</i>
<i>Cybertech</i>	<i>Scavenging - Implants</i> <i>Slicing - Droid Parts</i>	<i>Non-Force</i>	<i>Treasure Hunting - gems</i> <i>Underworld Trading - materials</i>
<i>Synthweaving</i>	<i>Archaeology</i>	<i>Sage</i> <i>Shadow</i> <i>Inquisitor</i> <i>Assassin</i>	<i>Diplomacy</i>
		<i>Sentinel</i> <i>Marauder</i>	<i>Investigation</i>
		<i>Guardian</i> <i>Juggernaut</i>	<i>Underworld Trading</i>

Companions

As mentioned previously, companions can be sent out to run various crew skill activities. Each will provide bonuses to Efficiency - which lowers the time to complete the mission - and to Critical - which increases the chance of getting an epic item or critical craft. These bonuses are not huge in scope so that you're not forced into a particular companion in order to craft.

In addition, your Affection level with a given companion will affect the duration of a given task. Increasing the affection can be done through normal quest dialogue (at +15 and -1 per response) or through companion gifts, which are acquired either through trade or by completing missions.

You can set up to 5 companions to tasks and up to 5 crafting tasks each. These will progress if you're online or off, so it's usually a good idea to queue some stuff up before you log for the day.

Reverse Engineering

This is the act of de-constructing an item in your crafting skill that will show you how to make a better quality version. You'll learn the basic versions from your trainers but the act of RE provides you with a recipe for a better version (prototype) with enhanced stats. If you RE a Rare item, then you gain access to the Epic version, with greatly increased stats. When you RE an item you will also receive some of the base materials required to make the item in the first place. While leveling your skill a prototype will be replaced by a normal level item of the next level. For example, a prototype Might 7 mod will be equal in stats or inferior to a normal Might 8 mod.

In order to Reverse Engineer an item you first must have the appropriate Crafting skill. Then you'll notice an extra button in the top right of your bags. Clicking this icon will change your cursor and you can right-click items that can be RE-ed. If all the items are dark, then you can't RE anything in your bags. A Biochem player cannot RE armor for example.

Mods

This is where crafting gets a bit more complicated. Items that can contain mods get their stats from the mods, usually completely too. If you take a look at your armor in the upgrade screen you'll see that it's made up of various mods that together make it useful. Also important to note is that not all items can host mods.

Mods have varying levels of quality even though their requirements might be the same. You can usually spot the difference in their name and obviously from their stats when you examine them more closely.

As for actual types of mods, you have a few options.

- *Augments are acquired through Underworld Trading and can only be placed in Augment slots. These show up on critically crafted items and some rare items in the wild. These are essentially free stat boosts if the slot is there.*
- *Hilts, Enhancements, Mods and Color Crystals can be used to upgrade lightsabers*
- *Barrels, Enhancements, Mods and Color Crystals can be used in ranged weapons*
- *Armor, Enhancement and Mods can be used in armor pieces-*

What's Best

Perhaps the question is better asked, what's worse as there are quite a few good options depending on what you want to do and what class you are and what level.

First, if you want to make money then your best bet is just to take any 3 gathering skills, including Slicing which makes the most money. Missions return items of much lesser value than the cost of the mission and crafted items aren't worth a whole lot until you reach the upper levels. You want to make cash? Gather.

That being said, if you have the time and money, Mods, Stims and Implants are going to be the true money makers at maximum level. Cybertech and Artifice make mods for non-Force and Force users, respectively while Biochem makes Implants and Stims. I wouldn't go this route until you're level 50 though as the cash investment is pretty big.

If you want to keep yourself equipped while leveling, then you have a few more options. Non force users (Bounty Hunters, Troopers, Imperial Agents and Smugglers) will use Armortech for armor and Armstech for weapons. Cybertech will also give them armor mods and implants. All three rely on Scavenging materials. Investigation gives materials for medium armor, Treasure Hunting for weapons and cybertech and Underworld Trading provides materials for heavy armor and cybtertech.

Force users will look to Artifice for lightsaber crystals and armor modifications and Synthweaving for their armor. Archeology provides materials for both. Diplomacy gives materials for light armor, Investigation for medium armor, Treasure Hunting for weapons and Underworld Trading for heavy armor.

Biochem works for all classes and provides implants and stims that provide permanent and temporary stat buffs, respectively.

As for level considerations, I would suggest you take at least 1 Gathering skill once you reach your Fleet Station and use it to collect while you're out and about. I would not select anything other than a Gathering skill until you have your second companion (such as when you get your ship and a droid), so that you can send them out while still having another active in the wild with you. Once you do have the second one, then pick whichever other crew skill you like and start training it. I would not worry about maxing your skills while leveling, even though it's possible. The costs get high pretty quick and you'll need that cash for training and speeders. Not to mention that you will be too low of a level to actually use the items you are crafting. Once you get your final speeder at 50, then you can blow all the rest of your cash on training a crew kill.

MONEY

Credits are important for pretty much everything in TOR. You buy your skills, complete crew skill missions, upgrade your speeder, purchase upgrades for your space ship and customization kits for your companion. And that's ignoring the need to upgrade your actual gear from auction house purchases.

If you were to play the game from start to end without interacting with another player, you would have enough money to purchase all your skills and your best speeder without any issues. Once you decide to start using crew skills or purchasing items from the auction house, that's when money starts to have a big impact.

Making Credits

From the simplest of matters, completing quests and killing enemies will generate thousands of credits. Once you gain your first companion, actually selling items will become easier as well. A simple click of a button will send them away to sell all your worthless (grey) loot and come back with the money after a minute.

You can also expand your backpack to have more slots for a credit fee, up to 5 times. It's usually a good idea to expand once you have double the credits required. So if the cost is 25,000 credits, wait until you have 50,000. It really depends on your playstyle as some people won't ever have full bags. Once you get the full bag message, you're essentially leaving money on the ground though. As a personal opinion, I would purchase the first set of bag slots once you have the credits and then wait until you purchase your first speeder at level 25 before buying any additional ones. The cost of a speeder and training at level 25 is over 40,000 credits, quite a lot.

As another option, you can take 3 gathering crew skills and through your travels, collect from the nodes out in the wild. You can then sell these items to other players who need them to craft. It only takes a fraction more time to gather items since you're already out in the wild. Sending your companion to gather is much less rewarding as the odds are that the fee to send them will exceed the value of the item returned.

A more risky option is picking up a crafting crew skill and selling the final items to other players on the auction house. There is a large risk here as usually only the

best items sell and in order to make them, you'll have to spend a lot of money training to make them. Once you hit level 50 and credits are a bit easier to come by, then it can be a viable option.

When you're given the choice between a random crate or a planetary commendation, take the commendation. 24 of them will give you an artifact level random crate which sells for thousands of credits. If you don't have 24, trade them in pairs for cheap mods and sell those back to the vendor for credits. You don't want to leave a planet with more than 1 commendation left on you since you can't every use it again.

Crafted Items

This goes to say that items that are consumed upon use tend to turn the largest profit, which will include mods and stims. Mods can be acquire from Artifice (hilts, color crystals, enhancements), Cybertech (mods, armor), Armstech (barrels) and Slicing (Augments). Stims are acquired through Biochem. I won't list all the mods but once you reach 400 skill, you should try to reverse engineer your mods so that you

get an artifact (purple) quality one that you can craft. They will sell for a premium, even if you have to buy your crafting materials from the GTN.

Stims on the other hand are a bit more complicated, which makes up for their lack of cross crew skills to craft them. There are Stims, Adrenals and Medpacs. Stims come in 3 flavors. Regular stims provide a 60 minute boost to a single stat and leave upon death. Upgraded versions will persist through death but still be consumed on use. The next tier provides the boost but the item is no longer consumed. The ultimate versions provide a 60 minute boost, last through death and are not consumed upon use. That sounds great if you're using them but if you're selling them and they're not consumed, then you can't resell it to the client. They'll only ever need one. Compare that to mods that can fit into 7 or more items, you could sell 7 or more of the same mod to the same client and if they change their gear, they might buy another mod from you again.

From all this information, your best bet on making money will be to take either Artifice (if you're a force user) or Cybertech (if you're not) as well as Slicing. You'll be able to sell 3-4 different types of mods to

players. Of course, if you're one of 2 players on your server with the recipe for an amazing biochem stim, then it's likely you'll be incredibly rich as well.

Galaxy Trade Network

The Galaxy Trade Network (GTN) is the interconnected auction house available to players of a given faction. Currently, Republic players cannot trade with Empire players and you won't be able to trade items through the GTN either. The GTN also doesn't currently have an effective interface, let alone a working search option, making it very hard to find items. This added difficulty of not only finding but searching brings some opportunities for credit making.

The general principle behind making money is that if it's hard to do but provides a benefit to players, you're likely to make money from it. For example, if level 50 players need artifact level stims to complete operations and the materials are hard to come by and the recipe is rare (such as the Exotech Resolve Stim), then it's going to be a big credit cow.

Selling on the GTN comes with additional costs. You will be charged to post an item on the GTN and if it sells, the GTN will take a % cut from the profits. This means that selling an item on the GTN at the same price point as a vendor would purchase it would actually lose you money.

Actually selling the items can be a bit more complicated due to the interface but keep with it and follow these guidelines:

- Sell individual items of everything but single-use medpacs
- Keep notes on the prices of your crafting materials. Sometimes it's more profitable to sell them than to sell the final product
- Find identical products that you are selling and undercut them by at least 5%, if that value is 10% more than the vendor purchase price
- The best time to post is just after supper time on your server. This will hit the largest amount of potential buyers

GROUPS

You could spend the entire game playing alone if you'd like and there's plenty of content to keep you happy for a long time. If you want to try your luck at some of the harder content though, you'll need to group up with other players.

Group sizes can vary between 2 and 16 players, though anything above 4 will be limited to Operations and PvP Warzones. If your group is under 4 players, your companions may be used to fill in the slots. It's usually a good idea to use a companion to fill a role that is not present in the group. If you have a tank and a healer, then get a companion that's purely for damage. Organized groups, past level 15, should have 1 tank, 1 healer and 2 DPS. Operations will require different group makeups depending on their content but usually the ratio will remain.

Understanding how to play your class is one thing; knowing how to play your role is another. A tank that only focuses on themselves will get their group killed, just like a healer that can't work an emergency.

Tank Role

There are 2 main goals here, keep the healer alive and avoid the stuff you can avoid. If the DPS die, there are very high odds that it was their fault and nearly any content can be completed by a healer and a tank, with time being the largest factor for success.

Tanks operate with the mechanics of threat and defense. Threat is a measure of enemy hate and if you have the most threat, they will attack you. You can force enemies to attack you through taunts but mostly just through using your skills you should have enough threat to keep a target attacking you. Keep an eye on your abilities that increase your threat level as they should be used to keep on top of your threat level.

Defenses come in two main types, the actual defense which makes an enemy miss you (dodge, parry or an outright miss) - called avoidance - and shielding and armor - called damage mitigation. Every tank has armor and every tank can defend but not all of them can use a shield. Using defensive cooldown abilities can keep you alive through a heavy enemy attack or at the start of a group fight, where multiple people are attacking you.

The second goal for a tank is avoiding the avoidable attacks. Often times these are area effects on the ground that have visual cues, though sometimes it has to deal with enemies who knockdown. A good idea is to keep your back against a wall or structure so that if you are knocked down, you don't go flying into more bad things and you won't have to run to get back to the enemy.

In a group one of the particular tasks a tank will have is the pull, or the act of starting combat. On bosses this is usually pretty simple as there is but one target. In group combat however, you need to pick the appropriate enemy to kill first and 99% of the time, that's the group healer. They can make everyone's life a lot harder. So, jump in with a direct attack on the healer and then follow with an AE attack to get the rest of the group to attack you. Then it's a balance of keeping threat on all targets while ensuring that your primary target is unable to act. In terms of target priority, you want to kill healers, melee DPS, ranged DPS and finally tanks.

Damage Role

The two goals for a damage player are keeping the healer alive and avoiding what can be avoided. Plainly and simply, a dead healer will mean death for you and the group in short order. Even though the tank will try to accomplish the same goal, sometimes there are enemies that will bypass the tank and head straight for the healer. Examples include bosses that summon additional reinforcements, most of the time they will head straight to the healer. Your role is to take them out quickly.

Secondly, your role is to not get hit. Many enemies have frontal attacks, meaning you want to keep your distance from their faces. Melee should stand to their sides while ranged characters should stay close to maximum range. When you see something on the ground that deals damage, typically a reticule before the actual attack, move, even if this means you aren't dealing damage. The adage goes, a dead DPS does no DPS.

In some cases, there is damage that you simply cannot avoid. These include AE attacks that have no minimum range, boss attacks that hit random players and simple bad timing. These attacks are in the

minority however when you look at the total amount of attacks happening in a group. If you are getting hit against groups of enemies and it's not AE damage, you're doing something wrong. You should, whenever possible, be targeting the same enemy as the tank is targeting. This will ensure that you are competing with the tank's threat level rather than the tank not having any threat at all on your target. In many cases this means holding off on your attacks for a second or two to ensure that the tank has the enemy's attention and then you can start.

If you make a mistake and an enemy is attacking you don't continue damaging them. Instead you can use a defensive ability, such as a stun or knockdown, giving the tank time to pick them up. Basically, if you're attacking the same target as the tank you won't die unless the tank dies. In 99% of the cases where a DPS dies and the tank does not, the DPS has made the mistake. It isn't all run and gun.

When attacking an enemy with activation times or channel times you want to be interrupting them when possible, especially the healers. Stuns and knockdowns will also work well. The difference between hitting a target and letting them get a heal off is that normally

that heal is more powerful than any damage you can do, especially on bosses. A 30% heal on a boss can undo 2-3 minutes of work in mere seconds.

Healing Role

By far the most important role, the healer is all about keeping the tank and the group alive. Your two goals are simple. Tanks is alive and you're avoiding the stuff you can avoid. Healing the DPS is really an afterthought once the first two are complete as a group made up of only DPS has next to no chance of success when compared to any type of group makeup with a healer.

The concept of triage applies in TOR, where you use the appropriate heal for the appropriate moment. This situation exists because every healer has a limited energy pool that cannot be increased with additional stats. All healers will come with a quick heal, a strong heal and heal over time and an AE heal in their basic toolkit. Some healers will have additional choices along the way, perhaps extra types of heals or shields. Understanding how they all work together is key.

Your first step is setting up the tank's defenses. If you have an ability that can protect the tank, it should be active at all times possible. Any damage they don't take is damage you don't have to heal. Secondly, if you have a HoT ability available, it should be active on the tank while they are taking damage. These typically have the highest return of health healed based on energy cost, plus they tend to be set-it-and-forget-it. These abilities also work well on DPS that take minor damage and it's unlikely that they will continue to take damage before the HoT has completed. Your slow and strong heal should be used on the tank for most events as they are going to take the most damage. Many classes have abilities that increase either your power or critical chance and these are best teamed with your strong heal for maximum effect.

Finally, you need to stay alive as well and this usually means moving out of bad stuff on the ground. Many times there will be an effect on the ground indicating an upcoming attack and this is your cue to move. Unless the tank is going to die without your heal, you should be stopping what you are doing and moving to a safe location. Good news for healers is that they all operate from range, meaning that you can heal from pretty much anywhere in a fight as long as you can see the other

players. This gives you an advantage of perhaps standing on something at a different level, or behind a box while the enemy can't directly see you and hopefully avoid any random attack they might have.

FLASHPOINTS

Flashpoints and Operations are the equivalent of group and raid content from other games. Made for organized teams, they challenge players to be at their best.

Group Makeup

Flashpoints are made specifically for groups of 4 players while Operations are meant for 8 or 16. This is a nice break from the 25 or more player requirements and makes everyone's performance important for success while also ensuring that everyone brings something to the table.

As discussed earlier, there are 3 main roles that players can fill: tank, healing and damage. Every class can fill a damage role as that's the primary way to level up. It's the tanks and healers that are truly the specialized roles.

When organizing for a Flashpoint, you will need a single tank, a single healer and 2 damage players. Depending on the power of your tank, your healer could also spend some time dealing damage. For Operations with 8 players, you're looking at 1-2 tanks per encounter, 2-3 healers with the rest focusing on damage. Generally you want a single healer dedicated to the tank while the other healers are meant for the rest of the group.

Flashpoint List

Instance	Location	Level
<i>The Esseles</i>	<i>Republic Fleet</i>	10 to 12
<i>Black Talon</i>	<i>Imperial Fleet</i>	10 to 12
<i>Hammer Station</i>	<i>Fleet</i>	16 to 19
<i>Athiss</i>	<i>Fleet</i>	19 to 22

Instance	Location	Level
<i>Mandalorian Raiders</i>	<i>Fleet</i>	<i>24 to 28</i>
<i>Streets of Cademimu</i>	<i>Fleet</i>	<i>28 to 32</i>
<i>Boarding Party</i>	<i>Imperial Fleet</i>	<i>32 to 36</i>
<i>Taral V</i>	<i>Republic Fleet</i>	<i>32 to 36</i>
<i>Maelstrom Prison</i>	<i>Republic Fleet</i>	<i>36 to 40</i>
<i>The Foundry</i>	<i>Imperial Fleet</i>	<i>36 to 40</i>
<i>Colicoid War Game</i>	<i>Fleet</i>	<i>40 to 44</i>
<i>Red Reaper</i>	<i>Fleet</i>	<i>44 to 48</i>
<i>Directive 7</i>	<i>Fleet</i>	<i>50</i>
<i>The Battle of Ilum</i>	<i>Ilum</i>	<i>50</i>
<i>False Emperor</i>	<i>Fleet</i>	<i>50</i>

The Esseles

Lt Isric

This boss will spawn adds that need to be killed as they attack the healer, so target them when they appear. Will also cast a cone based hail of bullets which everyone should move out of.

Ironfist

Has an AE knockback, so your tank should be the only one in melee range, where possible. He will also fires missiles to an area over time. Thankfully this area is indicated with a reticule on the ground, so you should move out of the spot and wait until he's done with the damage. Finally, he will summon adds throughout the fight which your DPS should target and take down.

Guardian

A really simple boss that has no noticeable attack patterns.

ISS-944

A rather fun fight with a different mechanic. At given times he will turn purple and increase his damage by a large amount. His movement slows down though, so you need to kite, which is basically running around out of his attack range. When he no longer has the purple glow, hit hit as normal.

Lord Vokk

People should stay spread out on this fight as he has an AE knockback, after which he will throw his lightsaber to a random player for high damage. He can cast force lightning, which places a reticule on the ground - move out of it. His last ability is Force Choke which not only stuns but does damage. You can either interrupt the ability or use your Break Free ability to escape.

Black Talon

GXR-5

A somewhat simple fight where he will summon small adds that explode after a short while. It's a good idea to take them out, then refocus on the boss. He also has a directed attack for high damage that should be healed through.

Boarding Party

A fight with 4 elites at once. Take out S1-M0 first as he's the healer. It's a good idea to stun one of the other ones or make sure your tank can handle them all at once. The rest don't have any special abilities other than being elites and therefore having a lot of hit points and some decent damage.

GXR-7 Sentinel

An interesting boss with a fun mechanic. His main damage ability is a long duration rapid fire that deals heavy damage. He can move while casting this so if you're the target, you need to move around and try to get behind a pillar or a box while the ability is active. Everyone else should be attacking him at this point.

Commander Ghulil

He comes with two healers, one on each side. They don't have much hit points so take them out quickly, then get back on the boss. He has a strong melee attack and also drops little fire probes on the ground that deal AE damage. Stay away from them by moving the boss to a different location.

Yadira Ban

A rather simple boss with 2 mechanics. She will randomly pull everyone into her and apply a speed reduction debuff. She'll then start casting a heavy damage AE attack centered around her. Basically when she summons you in your goal is to get out of range of her next attack. A simple fight if you can avoid the AE damage.

Hammer Station

DN-314

Two abilities to mention here. The first is a mining beam that targets a random player. If you step behind the tank, the beam will hit them and the healer only needs to worry about a single player. He also summons little robots that explode after a certain time. They start off yellow then their names turn red and a few seconds later they explode for big damage. When they stop moving, move out of the way so you don't get hit.

Vorgan the Volcano

There are two adds with this boss, one that does damage (Torch) and another that heals (Sawbones). Have the tank pick up Vorgan and Torch, or alternatively disable Torch through other means. Everyone else should be on Sawbone until dead. Once he's gone, take out Torch if your tank has him or take out Vorgan instead. There's not a lot of challenge here unless you leave the healer alive.

Battlelord Kreshan

Quite a few things to watch here. The tank needs to keep the boss facing away from the group and you should interrupt Sweeping Gunfire to avoid the knockback and damage. He'll throw around some mines to the ground, which you'll need to avoid as well. Finally, he'll summon some adds during the fight that will head to the healer. They have low hit points, so take them out quickly then focus on the boss.

Athiss

Ley'arsha

Three abilities to take note of. The first is Affliction field which lays a reticule on the ground that deals poison damage over time. This effect stacks so it's best to get out of it as soon as possible. Secondly, she has a front cone attack that deals extra damage. As the fight progresses she will summon adds that the DPS will need to take down to ensure that your healer doesn't get swamped.

The Beast

He comes with 4 little adds around him that the group will need to kill at the start of the fight. Has an AE paralyze attack that hits all nearby targets, followed by a knockback so only the tank should be facing the boss. After a short period he will summon some adds, a rather large group of them as well. Make sure your DPS takes them down and it's a good idea for the tank to pick them all up as well.

Prophet of Vodal

Make sure that the tank is the only one facing the boss. He will cast a Crushing Darkness attack that takes off 90% of the target's health. This needs to be purged and healed through. His next ability is a channeled attack for high damage and stun. This needs to be interrupted, which should be the DPS's role. When he hits 66% and 33% health he will disappear and summon some flames. They will target a random player who will know that they are targeted with a debuff. You need to kite the fireballs away and the rest of the group should focus on the boss instead.

Mandalorian Raiders

Braxx the Bloodhound

Comes with two dogs that don't have any fancy attacks but are immune to crowd control. These need to be taken out before targeting the boss. The main boss has a Cleave attack that deals AE damage around the boss, so melee players other than the tank should get out of range when you see the attack.

Imperial Squad

There are 4 enemies here. Vincine the Inquisitor, Rotham the Warrior, Kyrenic the Bounty Hunter and Adan the Imperial Agent. They each play as you would think their classes would play. The ranged enemies won't move, so if you hide behind the boxes, only the Inquisitor and Warrior will follow you. The Inquisitor deals the most damage, so he should go down first, then the Warrior. Once they are down, head back to the platform and kill the remaining two enemies, who are quite easy at this point.

Republic Squad

This is the exact same fight as the previous one but made for Sith players.

Mavrix Varad

His main attack is a flame burst which will put a reticule on the ground that bursts into flames. Simply move out of this ground effect to avoid damage. At random points he will jump across the room spawning a pair of turrets that will attack the group. The tank will need to gain aggro on these turrets and you'll need to burn them down. He'll keep doing this every 45 seconds.

Streets of Cademimu

Police Squad

Two bosses here, EN-4C and Officer Xander. The interesting mechanic here is that the droid cannot be damaged, so you should focus your damage on Xander. The droid will however target a random player and follow them around, at a slow speed. He hits really hard so be sure to keep the droid kited. The rest of the team need only worry about Xander and once he's down, the droid falls as well.

Captain Grimyk

He will start off with a flame attack that will target the tank. It's a cone attack though, so melee should stay away. He also will randomly throw grenades to players that not only damage the target but nearby ones as well, so you should stay spread out. Finally, he'll summon 4 adds who have a lot of hit points. The trick is to get them into the flame attack the boss uses which will kill them quickly.

General Ortol

This boss has an AE knockback attack that will hit everyone in melee range. Every 25% he will summon a rocket test, which will shoot a giant flame from one of the pipes in the four corners of the room. Stand in the opposite corner to ensure you don't take damage. At 50% there will be 2 and at 25% there will be 3 rockets active. Keep at it and avoid the rockets to beat him.

Boarding Party

HXI-54 Juggernaut

He will target attacks to player by first putting a reticule on the ground, which you should move out of. Periodically he will shield himself with lightning and these bolts will stretch across the room. Move into the open spaces to avoid them.

Major Alvena

She comes with two modified assault droids and none of them will move from their starting positions. This makes combat a fair bit simpler for everyone as long as the tank can keep aggro on all 3 targets. Start on either droid and start with the DPS. There's nothing terribly special in their abilities but once one of them dies, a few adds will appear which you need to take down. Repeat with the second droids and the second wave of adds. Finally you can kill the Major to finish this rather long fight.

Sakan Do'nair

Comes with a pair of adds, both of which heal the boss, making essentially invulnerable. Take them both out, with hopefully some interrupts to keep the healing to a minimum. Finally the last boss is a Jedi Guardian with the typical ability set. Stay spread out to avoid the cleave and keep the damage up. Once his two allies are down he's rather simple.

Storm Squad

3 enemies to fight here. Alon the healer, Massey the buffer and Jorland the DPS. Take out Alon first since those heals can be quite annoying. Then you should focus on Massey since he'll apply a reflective damage shield on Jorland. He has a rather nasty AE cleave in melee range so stay spread out. Finally the last boss is a simple ranged attacker. Without his helpers he's a piece of cake.

Lieutenant Menerus
Chief Engineer Kels

Taral V

Captain Shivanek
Lord Hasper
PD-44
General Edikar

Maelstrom Prison

Lord Kancras
Lord Vanithrast
Mutant Maelstrom Shriek
X-37 Oppressor Droid

The Foundry

Burrower Matriarch
HK-47

A long and tough fight. You'll need to pull him away from the center to attack him, so run behind one of the boxes to get him to move. He has standard ranged abilities and once you knock enough health off, he'll summon 2 adds. Take down the adds quickly and he'll teleport away. You'll get a brief message that he's activated the power core and this time you'll need to destroy 4 panels on the pillar - 2 people should be enough to do this. If you don't do it in time, he'll gain a 50% boost to attack power, not good. He'll repeat this cycle until he dies.

N4-10 Exterminator
Revan

There are 3 phases to this fight and in each phase Revan has a different form to contend with. The first phase will have high damage to the tank due to the Sunder Assault debuff that reduces armor levels. It's a good idea to have a second player swap in as tank to absorb a few stacks of the debuff in order to let the main tank's stack dissipate. The boss can also use a Force Wave AE attack that knocks back players and range doesn't seem to

have any impact . Phase 2 is more hectic and the damage is spread out among all players. Watch for the Force Storms and keep the heals coming to offset the damage from Mind Crush. Periodically he'll cast Replenish which must be interrupted or he'll heal for 30% of his life. In the third phase, his defenses will increase dramatically, so time your attacks to not happen while his huge defensive buffs are active.

Foundry Guardian

Colicoid War Game

Hazard Droid

Will fire a random electro shot to a random player which will stun them. He will follow up with Rail Shot, which hits the nearest stunned, burning or sleeping player. Use your Break Free ability to escape the effects and continue to attack the boss. He also has a short range AE attack, Explosive Round, which will damage players that are too close together.

Battle Droid

Will focus fire on a single random target who should move out of sight of the attack while the rest of the group focuses damage on the boss.

Arena Beast

Has a stacking armor debuff attack, which can reduce your tank's armor by 40%.

6K-A2

Has a long range rocket attack that will damage the target and nearby players and continue to deal fire damage for a short period. Players should spread out to avoid this effect.

Red Reaper

SV-3 Eradicator

Lord Kherus

Ikorai's Chosen

Darth Ikorai

Directive 7

Detector

Will spawn 2 laser turrets that will need to be killed. Otherwise he will just attack the tank. Nothing too complicated.

Mentor Assassin Droids

There are 3 droids here. The left droid has a reflective shield, the right droid absorbs damage. You need to attack the droid without the shield, which will rotate throughout the fight. Once both are down, attack the main droid to finish the fight.

Cyborg

Lots of adds in this fight for the group to take care of. They aren't tough alone but the whole thing happening at once can be difficult to follow. Just have the tank and the group work on one enemy at a time.

Interrogator

He will scan one of the players and will create a clone from one of the containers. This happens continually so you need to take down the clones, then move back to the interrogator. A good idea is to use AE attack by pulling the clone to the boss. If the clones don't die fast enough, the next one will spawn and it can snowball into a wipe.

Bulwark

This boss will drop huge AE bombs on the ground reticule and it's very important to move as soon as you see the effect. He'll also engage a defensive shield. While the shield is up, he will start casting a large AE attack that can kill the group. In order to break this effect you'll need to damage a panel on either side of him, then start attacking once more. Avoid the AE effects, break his heal and he's gone.

Assembler

Has 2 turrets with him which he can heal. The way to beat this is to have everyone stand behind a box so that the turrets can't target you and take down the Assembler from range. He can also heal himself, which you will need to interrupt.

Mentor

Will spawn 2 turrets at the start of the fight. You can line of sight one of the turrets so that only 1 is attacking you at any given time. He will also send a claw that will fly over a player and deal damage. That player needs to keep running around to ensure that they don't get hit. This is obviously a problem if the targeted player is a healer. Once both turrets are down a Guardian will spawn and Mentor will start throwing missiles on the ground. The tank will need to take the Guardian as they hit for a lot and have a lot of hit points. You'll need to destroy the processor cores, which will turn blue to interact with them. There are turrets around the processors that will need to be killed as well. It's a lot to take in for a single fight. Once all 4 processors are down, Mentor will target a random player with a laser for massive damage, requiring a LOT of healing. Mentor himself has very little hit points, so unload everything you have on him.

Battle of Ilum

Commander Folex

Crystal Cutter Droid

Darth Severin

Drinda-Zel

Gark the Indomitable

Guid Partriarch

Krel Thak

Velasu Graege

The False Emperor

Chrondus Berani

Prototype A-14

Prototype B-16

Tregg the Destroyer

Jindo Krey

HK-47

Darth Malgus

OPERATIONS

Similar to Flashpoints, Operations are high level group content. They are designed for 8 or 16 players and come in normal, hard and nightmare modes currently. Groups need to work well together in order to succeed. Typical group makeup will include 1 tank, 1 off-tank, 2 healers and 4 damage dealers. These damage dealers might be called in to heal for a few bosses but generally they are called upon to damage the enemy. In 16 player groups you'll have 2 tanks, 1 off-tank, 4 healers and 8 damage dealers. Off-tanks are damage players that have the ability to play a tank role in a pinch. They won't survive for long as the main tank but they can help the main tanks avoid stacking effects or pick up additional enemies that might appear.

Operation rewards include the best equipment in the game as well as schematics for the best crafted items in the game. They also have interesting stories within and some very interesting boss mechanics.

Unless explicitly stated, every single boss has a frontal cleave and a knockback attack. Melee players should stand to the sides of the boss. If the boss' face was 12 o'clock, then the safe spots would be 4 o'clock and 7 o'clock.

Preparation

While other group content can be completed by random groups of players, Operations require planning and preparation. For many players this means very good equipment, at least of prototype quality if not all artifact level with all mod slots filled in. This includes Augments. Sometimes you'll need to change the mods that are already present in a piece of equipment to something that better suits your playstyle.

You'll also need to acquire a few consumables. Stims, Medpacs and Adrenals will keep you going in a fight. Stims provide hour long buffs and some can persist through death. Medpacs give you a quick heal and save healer resources. Adrenals are a bit different in that they only work for a short period and have a 3 minutes cooldown. You want to properly

time these for maximum effect, such as before a big attack from a boss for tanks or when you know you'll get a solid 15-20 seconds to attack the boss for DPS. Healers typically want to time this with the tanks or when you know massive AE damage is coming and you'll need to pump out a lot of healing.

All of your equipment should be fully repaired when starting an Operation as there's nothing worse than losing the effect of a piece after 20 minutes. Finally, be prepared to die and spend time in Operations. They are the hardest content in the game, require practice and planning but you'll get a tremendous feeling of accomplishment when you succeed.

Outside of the game, there are other items you should do to give yourself a better chance at success.

- Use a voice chat tool to coordinate - Ventrilo, Teamspeak, etc...
- Organize the group well ahead of time, perhaps with a calendar with the needed players and classes
- Be patient and prepared to die. Operations are meant to be hard and some people simply will not be able to complete them
- Be prepared to change your skill choices to something else if your group needs it or you need to do more damage
- Operations are a group effort where everyone has an impact on success. Everyone helps the group win.

Operation Listing

Instance	Location	Bosses
Hutt Hospitality	Fleet Station	Bonethrasher
Eternity Vault	Fleet Station	Annihilation Droid XRR-3 Infernal Council Gharj Ancient Pylons Soa

Hutt Hospitality

Bonethrasher

In beta, this boss had limited abilities. From time to time guards will be thrown into the pit and the Rancor will try to eat them and receive a buff. This currently doesn't have an impact on the success of the fight as it remains very simple. At 50%, two elite adds will show that will need to be tanked and killed. The entire group, minus the main tank, should focus all their attention on the adds then move back to the boss.

Eternity Vault

Annihilation Droid

Three primary attacks to worry about here. First is a rocket attack on a random player that will deal damage to nearby players. If you're the target, move away from the rest of the group. Second is a volley of missiles that have a reticule on the ground before hitting. Everyone should move out of their way. Third is a salvo of missiles that hits anyone he can see, every 90 seconds. Players will need to stand behind the turrets to avoid line of sight to the boss to avoid damage. Ranged players should stay near the turrets to save movement time when Salvo begins but also ensure that they move away from the group if they are targeted by rockets.

Infernal Council

A cool fight where every player will have an enemy spawn that they must face alone. The actual bosses that appear are somewhat random but they will either be a Marauder, Assassin or Juggernaut. You won't be able to help another player in your group so this turns into a 1v1 fight for everyone. Each has 1-2 abilities that can either be avoided or interrupted. If you don't have any self-healing, then you will need to interrupt them. The best pairing is to have healers against Assassin, tanks on Marauders and DPS on Juggernauts. Healers will be able to heal through the damage, tanks can manage the healign debuff with their high hit points and DPS can destroy the Juggernaut low DPS.

Gharj

Four phases to the fight, all on different islands and he gains new abilities on each. On the first, he will jump into the air and damage any melee that stay in range. He will eventually do a Smashing Leap which will make the ground shake and the island will start to sink. Follow the falling rocks to the next island. On this island he can now knockback everyone but the tank into the lava, so be quick to move out and to the next island. He'll have the same abilities on this island and after Smashing Leap you will move to the 4th and final island. Now when he leaps he'll summon 8 adds that must be killed. Thankfully they are close together so some concentrated AE will take them out.

Ancient Pylons

This is a puzzle fight where the group will need to split into two teams, one on each pylon and using the console attached to them. The consoles have a cooldown and you'll need to defeat waves of enemies, including elites, in order to succeed. Stay near the tank and you should survive but the waves are continuous and the damage high. Stuns are very useful here. The goal is to make all the wheels match. Some say the pattern is left - right - right - left but others have had to try other combinations.

Soa

This boss was bugged in beta.

PLAYER VS PLAYER

PvP seems to be a core system in nearly all MMOs of recent years and TOR is no different in that regard. Depending on your server, you might have open world PvP where any planet past your third (Taris or Balmorra) you may encounter players of the opposite faction who can kill you. For those on PvE servers, your chance at PvP will come through systems that are designed around team-based play, specifically Warzones. Regardless of the server you take, if you want to PvP, the option is there for everyone.

Warzones

Once you reach level 10, you'll be able to queue for any Warzone by pressing the appropriate button next to your mini-map. From there you queue for PvP and will get placed in the first available zone. There are currently 3 zones to play in, Alderaan, Huttball and Voidstar.

There are no level brackets for PvP in warzones, everyone is put in the same space and players under 50 receive a damage and hit point buff to bring them up to level. You won't have access to all your skills as a level 50 would but you can still participate. Currently, all warzones are designed for 8 vs 8 players.

Alderaan

A capture-the-node type of match where opposing teams try to take over 3 large guns aimed in space. Rather than accumulate points when you have a node, these guns will actively shoot at your opposing team's space ship and once that ship is destroyed, the match is over. There are smaller nodes on the left and right sides of the map as well as a large gun placed in the center.

Since the nodes are relatively close, a good strategy is to start with the entire team heading to a single node and capturing it. You would then leave a survival player whose sole goal is to warn the rest of the team if the opposing side is attacking and try to delay their ability to recapture the node. DoTs work well for this since they last a long while, are often instant cast and easily interrupt a capture. The rest of the group will move to the next node and capture, leaving another person

to defend it. Repeat with the final node and that leaves 5 players to roam the nodes helping the defenders. A team with solid communication skills can easily defeat an opposing team in this fashion.

That being said, it seems that most combat will turn into 3vs3 or 4vs4, making for some nice intense action, giving all players and classes a fair shot at play.

Huttball

A sort of reverse capture the flag(CTF) PvP event, the goal here is to take the ball and bring it into the opponent's scoring zone. There is only one ball, so both teams are actively chasing the same item. Players with the ball are highlighted in the game, making it easy to spot. All players will have an additional ability, Pass Ball, which will let them target a player on their team and pass them the ball. This zone is constructed over multiple levels and paths, with traps all around. The Fire Towers will kill you in a shot or 2, the Acid Pit will take 4-5 seconds and the Air Vents will knock you in a random direction. If you have great timing, it is possible to lure enemy players into the traps but your best bet is to use a knockback instead.

As with all CTF games, this is a mobility plus zone, where instant abilities are the key to winning and activation times and channelled abilities will get you killed. It's not a bad idea to use a different ability bar for this zone altogether. The real key to victory though, is knowing how to manage movement. Some classes will get speed boosts, others will get leaps or perhaps the ability to pull a player towards them. Another option is the disabling of players, either by slowing their movement or stunning them. The absolute best ability however is knockdown. This will nearly always knock someone off a level and into a trap and can devastate an opponent. A Sith Inquisitor can use Force Slow on the enemy, then Force Speed to catch up and finally Overload to knock them down.

As a defensive player, your goal is first to stop the ball carrier, then to kill them. Any stun you might have or slowing ability should be used first. Knock them down if you're close enough. If you have to damage them, use DoTs to start as they work even if the enemy gets out of range. Otherwise, chain your instant abilities, with no real regard for Energy conservation.

If you're the offensive team your job is to score, plain and simple. The best ball carriers are players with speed boosting abilities and good defences. Their sole job

is to get to the end zone, they aren't there to damage anyone. All your abilities should be focused on speed and survival. Supporting players should be shielding them or healing them as needed, specifically with HoT abilities. For those damage players who are on the offensive side, your job is to clear the path. Killing the enemy is less important than disabling the enemy's ability to stop your ball carrier. Knockbacks, stuns, slowness are all key components to win.

Voidstar

A variation on the Assault mission format from the FPS world, this zone tasks teams to break into the central core to disable it. Each time has a set amount of time to attempt, then the other team gets a shot. This swap continues until one team reaches the core in a shorter amount of time or that the overall time has expired and the team that's the farthest will win. Depending on coordination, this can be the fastest or the slowest warzone you play.

There are still a few kinks to work out in this zone but the main goals remain. You need to attach bombs to the doors and let them explode. Defenders will try to disable these bombs once activated. Once you're through enough doors you'll be at the core and that's time to start with the

destruction. All combat will be piles of players close together, often times 8 vs 8 but depending on the time it takes to run from the starting area, the fights can be smaller.

As a defender, you're going to be using AE attacks in order to ensure that the attackers cannot trigger the bombs. Laying DoTs on a bunch of players is not a bad idea either as that will prevent them from triggering as well. More than anything, you're aiming to stall the enemy more so than to defeat them. Since players typically stack up, knockbacks can be deadly here as it leaves the group susceptible for AE attacks.

Attackers are aiming to trigger that door but to do so, you need to make some space. Players that are able to stagger the use of knockbacks can give other players the time necessary to plant a bomb. Alternatively, you'll need to kill the AE attackers to give yourself the breathing space to get through.

A final note on this zone is that healers are extremely powerful. An AE heal can turn the entire tide of a fight in your favour and since the majority of the fighting takes place in a single location, you won't need to move around to heal other players.

Strategies

The most important thing to note is that there are diminishing returns on stuns and knockdowns, meaning you cannot chain stun someone without much trouble. This means that each additional stun/knockdown attack has a reduced effect to the point where after enough attacks, you become immune to the effects until you're dead. This gives people who are stunned a chance to get back into the fight instead of being disabled the entire fight.

The Expertise stat can provide some needed defensive and offensive boost. It takes about 320 points to get to the 9% cap but the benefits are quite apparent. It should be the primary stat you look for if you plan on PvPing seriously. It currently affects the damage you do, the damage you take and reduces the effects of Trauma, which thereby increases healing. If your entire team is at cap and the opponent has nothing, you're doing ~75% more damage than them and taking ~75% less damage. Get it.

When looking at your ability set, every player gets a Break Free ability which will break most hostile movement effects like stuns. Since this is on a 2 minute timer, you want to be using it smartly. If there are

4 people attacking you and you're alone, odds are you're going to die even if you do use it, so save it. When the odds are 50/50 or above, then it's a smart move. Any skills or abilities that increase your defenses or that provide passive healing is a great bonus. Make no mistake, even if you play your best, you will be getting hit and anything you can do to either reduce the damage or heal it without trying is a good thing.

Offensively you have quite a few tools. Interrupts will stop people from casting abilities for a short while, usually a pain for healers. Stuns completely disable an opponent and some effects won't break on damage, allowing you to unload large amounts of damage with no risk. Knockdowns are very similar to stuns as it gives a good 3 seconds of time to attack the enemy but if you're a melee player, they are often knocked out of your range. That being said, if you use a knockdown defensively, it can give you some breathing room and is absolutely deadly when walking near ledges. On the flipside, if you're dependent on certain abilities and you get stunned or locked out of them, be prepared to use something else. Bounty Hunters that only use Tracers can be made useless if that ability is no longer available for use in your rotation. Think fast and have backup plans.

In some other games you can identify a player just by looking at them. Since nearly every Advanced class can fill in multiple roles, this becomes a fair bit more complicated. Troopers / Bounty Hunters seem to be the worst as they can be healer or tanks, making for two drastically different fights. Ideally you want to take out the other team's healers, then their damage dealers. Tanks often have little offensive power but tremendous defences. It can take 3-4 times longer to kill a tank than a healer.

Speaking of roles, you can PvP in any one that you'd like. Tanks will generally be there to protect their healers and absorb as much damage as possible. It's really about defensive cooldowns and surviving more so than dealing damage. Damage players are aiming for enemy healers and ranged attackers. Healers will make a player last through the harshest of fight. Interrupts and stuns are deadly on ranged attackers as they often have channeled or activated abilities and you can lock them up for an entire fight. Healers are an interesting bunch. If you're left alone you're going to likely die so stick close to the tanks. Keeping a tank alive will keep you alive in the long run. You want to shield them, HoT them and finally heal them.

Finally, take into account mobility and the zone that you're in. Voidstar is very similar to PvE in that you won't be moving much while fighting and Huttball is the complete opposite. Sometimes it's a good idea to have separate skill bars for each zone, making it easier to play them.